Q1. You have been UML in the Rectangle class. You need to code for the body of the Rectangle class and only for getter and setter methods.

```cpp
#include <iostream>
using namespace std;
class Rectangle {
private:
    double length, width;
public:
    Rectangle();
    Rectangle(double l, double w){
        length = l;
        width = w;
    }
    ~Rectangle();
    void setlength( double l){
        length = l;
    }
    void double getLength(){
        return length;
    }
    void setwidth (double w){
        width = w;
    }
    double getwidth(){
        return width;
    }
    double calArea();
};
```

Rectangle
- length : double
- width: double
+ Rectangle()
+Rectangle (l: double, w: double)
+~Rectangle()
+setLength(l: double): void
+getLength(): double
+setWidth(w: double): void
+getWidth(): double
+ calcArea(): double

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