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/*This programme shows how to define an object of the class Traingle*/

#include <iostream>
using namespace std;

// Defining a class Traingle
class Triangle {

private:
    double a, b, c, s; // Properties or member data

public:
    // Methods or member functions
    void SetSides(double x, double y, double z) { a = x; b = y; c = z; s = (a + b + c) / 2.0;
};

    // Function to calculate the Perimeter of the Traingle
    double CalcPerimeter()
    {
        return (a + b + c);
    };

    // Function to calculate the Area of the Traingle
    double CalcArea()
    {
        return sqrt((s - a) * (s - b) * (s - c));
    };
};

void main() {

    Triangle t;

    double x = 1, y = 2, z = 3;

    t.SetSides(x, y, z); // Calling the function "SetSides" that belongs to the object "t"

    cout << t.CalcPerimeter() << endl; // Displaying the output of calling the function
    "CalcPerimeter" that belongs to the object "t"

    system("pause");
}
```