

```
/*This programme defines a class Box which has a function that can compare sizes of Boxes (i.e. objects of the class)
```

```
it shows the use of the pointer "this" which is particularly useful when dealing with multiple objects at the same time*/
```

```
#include <iostream>
using namespace std;
```

```
class Box
{
private:
```

```
    double length, width, height;
```

```
public:
```

```
    Box(double L, double W, double H) : length(L), width(W), height(H) { };
```

```
    ~Box() { } // One can ignore writing this line
```

```
    double boxVolume() { return height * width * length; }
```

```
    double compareVolume(Box x)
    {
```

```
        return this->boxVolume() > x.boxVolume(); // This function compares the size
of the box that made the call to another box
        // The pointer "this" can only be used in the body of a member function!
    }
```

```
};
```

```
void main() {
```

```
    Box box1(8, 3, 4);
```

```
    Box box2(5, 3, 4);
```

```
    if (box1.compareVolume(box2)) cout << "Box 1 is larger" << endl;
```

```
    system("pause");
```

```
}
```