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/*This programme shows how the constructor is used in a class*/
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#include <iostream>
#include <string>
using namespace std;

class Box{
private:
    // define member data:
    double length, width, height;

public:
    // constructor (notice that it has no return type):
    Box(double L, double W, double H)
    {    length = L; width = W; height = H;}

    double BoxVolume()
    { return height * width * length; }

};

void main() {
    Box myBox(2,3,4); // The arguments

    cout << "The volume of my box is " << myBox.BoxVolume()<<endl;

    system("pause");
}
```