// ConsoleApplication39.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

using namespace std;

class Rectangle

{

private:

double a, b;

public:

double get\_a() { return a; }

void set\_a(double value) { a = value; }

double get\_b() { return b; }

void set\_b(double value) { b = value; }

Rectangle(double a, double b)

{

set\_a(a);

set\_b(b);

}

double s()

{

return a\*b;

}

double p()

{

return 2\*(a+b);

}

};

//-------------------------

class Paralelepiped:protected Rectangle

{

private:

double h;

public :

double get\_h() { return h; }

void set\_h(double value) { h = value; }

Paralelepiped(double a, double b, double h):Rectangle(a,b)

{

set\_h(h);

}

double v()

{

return Rectangle:: s()\*h;

}

double s()

{

return p()\*h + 2 \* Rectangle::s();

}

};

int main()

{

Rectangle\* r=new Rectangle(3,6);

printf("1. r.S=%f\n",r->s());

Paralelepiped\* paral=new Paralelepiped(5,7,3);

printf("paral.S=%f", paral->s());

r = (Rectangle\*) paral;

printf("2. r.S=%f\n", r->s());

system("pause");

return 0;

}