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#include<iostream.h>
#include<conio.h>

class circle
{
    int r;
    float ar;
public:
    void get (int a)
    {
        r=a;
    }
    void disp()
    {
        cout<<"Area="<<3.14*r*r;
    }
};

class rectangle :public circle
{
    int l,b;
public:
    void init(int m,int n)
    {
        l=m;
        b=n;
    }
    void result()
    {
        cout<<"Area="<<l*b;
    }
};

void main()
{
    int a,d,c;
    clrscr();
    cout<<"Enter radius of circle:";
    cin>>a;

    rectangle obj;
    obj.get(a);
    cout<<"Enter sides:";
    cin>>c>>d;
    obj.init(c,d);
    cout<<"Area of circle is:\n";
    obj.disp();
    cout<<"\n Rectangle \n";
    obj.result();
}

```