

CODE:

```
#include<iostream>

using namespace std;

class Rectangle{
    int h,w,A;

public:
    Rectangle(int h,int w){
        cout<<"Enter h value:"<<endl;
        cin>>h;
        cout<<"Enter w value:"<<endl;
        cin>>w;

        A=h*w;
    }
    void disp(){
        cout<<"The area of rectangle is:"<<A;
    }
    Rectangle(const Rectangle &obj){
        this->h=obj.h;
        this->w=obj.w;
    }
};

int main(){
    int x,y;
    Rectangle b1(x,y);
    b1.disp();
    Rectangle b2(b1);
```

```
        return 0;
```

```
    }
```

OUTPUT:

Enter h value:

5

Enter w value:

4

The area of rectangle is:20

[Program finished]