

CODE:

```
#include<iostream>

using namespace std;

class Rectangle {
public:
    int l, b;

    void Area() {
        cout << "The area of rectangle is: " << l * b << endl;
    }

    Rectangle() {
        l = 0;
        b = 0;
    }

    Rectangle(int length, int breadth) {
        l = length;
        b = breadth;
    }

    Rectangle(int side) {
        l = b = side;
    }
};

int main() {
    Rectangle d1;

    d1.Area();

    Rectangle d2(4, 3);
```

```
d2.Area();  
Rectangle d3(2);  
d3.Area();  
return 0;  
}
```

OUTPUT:

The area of rectangle is: 0

The area of rectangle is: 12

The area of rectangle is: 4

[Program finished]