**Practical no.-**13

**Program no.-** 01

**Title:** Program to implement multiple inheritance

**Roll No.:** 76 **Batch-** C

**Code:**

#include<iostream>

using namespace std;

class Area

{

public:

int area(int l,int b)

{

return (l\*b);

}

};

class Perimeter

{

public:

int perimeter(int l,int b)

{

return (2\*(l+b));

}

};

class Rectangle:public Area,public Perimeter

{

private:

int length,breadth;

public:

void get\_data(void);

void display(void);

};

void Rectangle::get\_data()

{

cout<<"Enter length of Rectangle:"; cin>>length;

cout<<"Enter Breadth of Rectangle:"; cin>>breadth;

}

void Rectangle::display()

{

int a,p;

a=area(length,breadth);

p=perimeter(length,breadth);

cout<<"Area of Rectangle="<<a<<endl;

cout<<"Perimeter of Rectangle="<<p<<endl;

}

int main()

{

Rectangle R;

R.get\_data();

R.display();

return 0;

}

**Output-1:**

Enter length of Rectangle:4

Enter Breadth of Rectangle:5

Area of Rectangle=20

Perimeter of Rectangle=18

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**Output-2:**

Enter length of Rectangle:2

Enter Breadth of Rectangle:6

Area of Rectangle=12

Perimeter of Rectangle=16

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