**#include<iostream>**

**using namespace std;**

**class Square**

**{**

**float L,W;**

**public:**

**void setL(float l){L=l;}**

**void setW(float w){W=w;}**

**float getL(){return L;}**

**float getW(){return W;}**

**};**

**Square operator+(Square s,Square u)**

**{**

**Square c;**

**c.setL(s.getL()\*u.getL());**

**c.setW(s.getW()\*1);**

**return c;**

**}**

**int main()**

**{**

**Square x,y,z; float a,b,c,d;**

**cout<<"Enter Length Square1 :"<<endl;**

**cin>>a; x.setL(a);**

**cout<<"Enter Width Square1 :"<<endl;**

**cin>>b; x.setW(b);**

**cout<<"Enter Length Square2 :"<<endl;**

**cin>>c; y.setL(c);**

**cout<<"Enter Width Square2 :"<<endl;**

**cin>>d; y.setW(d);**

**z=x+y;**

**cout<<"Length And Width rectangle is:" <<z.getL()<<","<<z.getW()<<endl;**

**return 0;**

**}**

