Challenge 1: Calculating Perimeter of a Rectangle

In this lesson, you will solve a challenge to test your understanding of classes.

WE'LL COVER THE FOLLOWING ^

- Problem Statement
 - Input
 - Output
 - Sample Input
 - Sample Input
- Coding Exercise
 - Solution Review

Problem Statement

Write a *class* having **two float** type variables for **length** and **height**, a **default** *constructor* and **one** *member* function called **perimeter** which will *return* the **perimeter** of the **rectangle**.

Input

Length and width of the rectangle

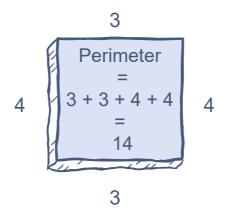
Output

Perimeter of rectangle

Sample Input

length = 2, height = 10

Sample Input

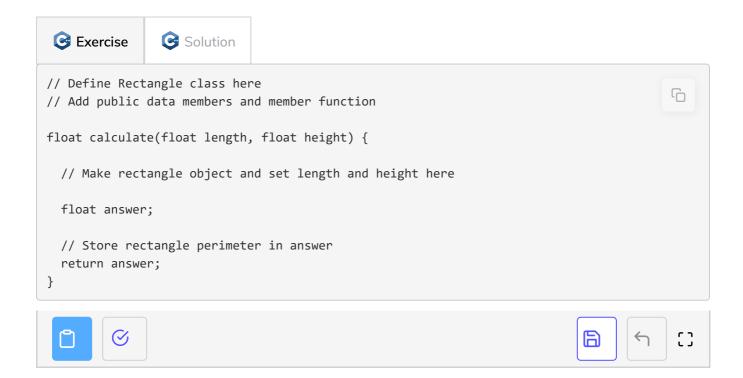


Finding the perimeter of rectangle

Coding Exercise

This problem is designed for your practice so try to solve it on your own first. If you get stuck, you can always refer to the solution provided in the solution section.

Good Luck!



Solution Review

• Firstly, a class Rectangle is made with the data members length and height

- A Constructor initializes the data members to zero.
- The function perimeter calculates the perimeter from data members
- Inside the main function, an object obj of class Rectangle is made
- After assigning the relevant values to data members, the perimeter function is called which returns the perimeter of a rectangle

In the next challenge, we'll solve another problem of calculating the total marks of the student.