

```
1  #include <fstream>
2  #include <iostream>
3  #include <iomanip>
4  #include <string>
5  using namespace std;
6  #include "playaround.h"
7  #include "playaround.cpp"
8
9  int main() {
10     playclass1 a;
11     playclass2 b;
12     ofstream outf("playing.ot");
13     outf << "Object has width = " << a.width << " length = " << a.length << endl;
14     outf << "Object has width = " << b.getwidth() << " length = " << b.getlength()
    << endl << endl;
15     playclass1 x(5.125 , 3.050);
16     playclass2 y(21.375 , 15.125);
17     x.printem(outf);
18     y.printem(outf);
19     double area = 0;
20     area = x.width * x.length;
21     outf << "The area of Playclass1 object x is " << area << endl << endl;
22     area = y.getwidth() * y.getlength();
23     outf << "The area of Playclass 2 object y is " << area << endl << endl;
24     a.width=10.0;
25     a.length=2.638;
26     area = a.width * a.length;
27     outf << "The area of Playclass1 object a is " << area << endl << endl;
28     b.setwidth(25.25);
29     b.setlength(11.125);
30     area = b.getwidth() * b.getlength();
31     outf << "The area of Playclass 2 object b is " << area << endl << endl;
32     system("pause");
33     return 0;
34 }
35
36
37
```