```cpp
1   #include <fstream>
2   using namespace std;
3   #include "playaround.h"
4
5   playclass1::playclass1() {
6   length = 2.0;
7   width = 1.0; }
8
9   playclass2::playclass2(){
10  length = 4.0;
11  width = 2.0; }
12
13  double playclass2::getlength() {
14  return length; }
15
16  double playclass2::getwidth() {
17  return width; }
18
19  void playclass2::setlength(double l) {
20  length = l; }
21
22  void playclass2::setwidth(double w) {
23  width = w; }
24
25  playclass1::playclass1(double l, double w) {
26  length = l;
27  width = w;
28  }
29
30  playclass2::playclass2(double l, double w){
31  length = l;
32  width = w;
33  }
34
35  void playclass1::printem(ofstream &outf) {
36  outf.setf(ios::fixed);
37  outf.precision(3);
38  outf << "PlayClass1 object has:  length = " << length << " and width = " << width << ↵
    endl << endl; }
39
40  void playclass2::printem(ofstream &outf) {
41  outf.setf(ios::fixed);
42  outf.precision(3);
43  outf << "PlayClass2 object has:  length = "<< length << " and width = "<< width << ↵
    endl << endl; }
44
```