

```
1  #pragma once
2
3  class playclass1 {
4  public:
5      double length, width;
6      playclass1();
7      playclass1(double l, double w);
8      void printem(ofstream &outf);
9  };
10
11 class playclass2 {
12 private:
13     double length, width;
14 public:
15     void setlength(double l);
16     void setwidth(double w);
17     void printem(ofstream &outf);
18     double getlength();
19     double getwidth();
20     playclass2();
21     playclass2(double l, double w);
22 };
23
24
```