// =======================

// Included: Lab 7 Rectangle.h, Rectangle.cpp, Source.cpp

// =======================

// Lab 7

// =======================

// Christian Falucho

// CMPR 121

// =======================

/\*================ CONTENTS FROM Rectangle.h ===================

#include <iostream>

#include <string>

using namespace std;

class Rectangle{

private:

double width;

double length;

public:

Rectangle();

~Rectangle();

void setWidth(double width);

void setLength(double length);

double getWidth() const;

double getLength() const;

void showArea() const;

};

};================ CONTENTS FROM Recntangle.h ===================\*/

/\*================ CONTENTS FROM Date.cpp ===================

#include <iostream>

#include <string>

#include "Rectangle.h"

Rectangle::Rectangle(){

this->width = 0;

this->length = 0;

}

Rectangle::~Rectangle(){

}

void Rectangle::setWidth(double width){

this->width = width;

}

void Rectangle::setLength(double length){

this->length = length;

}

double Rectangle::getWidth() const{

return width;

}

double Rectangle::getLength() const{

return length;

}

void Rectangle::showArea() const{

cout << width \* length << " square feet.";

}

/\*================ CONTENTS FROM Rectangle.cpp ===================

/\*================ CONTENTS FROM Source.cpp ===================

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=== MAIN FUNCTION ENDS ===

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#include <iostream>

#include <string>

#include "Rectangle.h"

using namespace std;

int main(){

double width = 0;

double length = 0;

Rectangle tennisCourt;

cout << "Enter width, in feet, of the tennis court: ";

cin >> width;

tennisCourt.setWidth(width);

cout << "Enter length, in feet, of the tennis court: ";

cin >> length;

tennisCourt.setLength(length);

cout << "The width of the court is " << tennisCourt.getWidth() << " feet." << endl;

cout << "The width of the court is " << tennisCourt.getLength() << " feet." << endl;

cout << "The area of the court is ";

tennisCourt.showArea();

return 0;

}

/\*

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=== MAIN FUNCTION ENDS ===

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/\*================ CONTENTS FROM Source.cpp ===================

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=== CODE OUTPUT ===

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A screen shot of a computer

AI-generated content may be incorrect.

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=== CODE OUTPUT ===

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