

Challenge 1

Alter the inheritance demo to add another shape and give it's area. Such as a triangle.

```
#include <iostream>
#include <string>

using namespace std;

class Shape
{
protected:
    int width;
    int height;
    int radius;
public:
    Shape(){width=0;height=0;}
    Shape(int w, int h){width=w;height=h;}
    void setHeight(int h){height=h;}
    void setWidth(int w){width=w;}
};

class Rectangle : public Shape
{
public:
    Rectangle() : Shape() {}
    int getArea() {return width*height;}
};

class Triangle : public Shape
{
public:
    Triangle() : Shape() {}
    int getArea() {return (width*height)/2;}
};

int main()
{
    Triangle myTri;

    myTri.setHeight(50);
    myTri.setWidth(20);

    cout<<"My Triangle area: "<<myTri.getArea();

    cin.ignore();
    cin.get();

    return 0;
}
```