**/\* Program No. :**

**Aim : WAP that uses a class rectangle with variables length and breadth and calculates it's perimeter and area.**

**\*/**

#include<iostream.h>

#include<conio.h>

class rectangle

{

float length,breadth;

public:

void setvalue(float,float);

float perimeter();

float area();

};

void rectangle::setvalue(float x,float y)

{

length=x;

breadth=y;

}

float rectangle::perimeter()

{

return(2\*(length+breadth));

}

float rectangle::area()

{

return(length\*breadth);

}

void main()

{

clrscr();

rectangle object;

float length,breadth;

cout<<"\n\n\t\tEnter the length of Rectangle (in metre) : ";

cin>>length;

cout<<"\n\t\tEnter the breadth of Rectangle (in metre) : ";

cin>>breadth;

object.setvalue(length,breadth);

cout<<"\n\n\t\tThe Perimeter of Rectangle = "<<object.perimeter()<<" metre";

cout<<"\n\n\t\tThe Area of Rectangle = "<<object.area()<<" metre sq.";

getch();

}

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