**PROGRAMS :** Write a program to implement a class ‘Box’ with data members

(Length,Breadth,Height). Include different constructors to initialize data members and

also include members functions to compute surface area and volume of each box

objects

#include<iostream>

using namespace std;

class box

{

int length;

int breadth;

int height;

public:

box(int l, int b, int h){

length=l;

breadth=b;

height=h;

}

box(){

length=9;

breadth=6;

height=9;

}

box(box &box1){

length=box1.length;

breadth=box1.breadth;

height=box1.height;

}

int getLen(){return length;}

int getBred(){return breadth;}

int getHeight(){return height;}

int surfaceA(){return (2\*(length\*breadth+length\*height+breadth\*height));}

int vol(){return length\*breadth\*height;}

};

int main(){

box b1;

box b2(2,5,7);

box b3(b2);

cout<<"The default initialization box "<<endl;

cout<<"length:"<<b1.getLen()<<" breadth:"<<b1.getBred()<<" height:"<<b1.getHeight()<<endl;

cout<<"The default initialization of box with value is"<<endl;

cout<<"length:"<<b2.getLen()<<" breadth:"<<b2.getBred()<<" height:"<<b2.getHeight()<<endl;

cout<<"The default initialization of box with value of b2"<<endl;

cout<<"length:"<<b3.getLen()<<" breadth:"<<b3.getBred()<<" height:"<<b3.getHeight()<<endl;

cout<<"The surface area of b1 is :"<<b1.surfaceA()<<" The surface area of b2 is:"<<b2.surfaceA()<<" The surface area of b3 is:"<<b3.surfaceA()<<endl;

cout<<"The vol of b1 is :"<<b1.vol()<<" The volume of b2 is:"<<b2.vol()<<" The volume of b3 is:"<<b3.vol()<<endl;

return 0;

}

Input/Output:

