class Square : public Shape {

private:

double sideLength;

public:

Square(string unit) : Shape(unit) {

cout << "请输入正方形的边长(" << unit << ")：";

cin >> sideLength;

}

void calculateArea() {

double area = sideLength \* sideLength;

cout << "图形类型：正方形" << endl;

cout << "输入的长度：" << unit << endl;

cout << "面积结果：" << fixed << setprecision(3) << area << " 平方厘米" << endl;

}

};