

```

#include <iostream>
using namespace std;

//class definition
class One{
private:
    int x;
public:
    void inputX(int a){
        x = a;
    }
    void print(){ cout << "x = " << x << endl; }

};

void main(){
    One obj;
    obj.inputX(5);
    obj.print();
}

```

Define class that represents Rectangular. The attributes of the class are: height, width of the rectangular. The operations are: entering data, printing data and area calculation.

Write the main program that creates two rectangles of type of the class and prints the rectangular data with the biggest area.

```

#include <iostream>
using namespace std;

//class definition
class Rectangular{
private:
    int height, width;
public:
    Rectangular(){};
    void setRectangular(int, int);
    int getWidht();
    int getHeight();
    void Print();
    int Area();
};

//class implementation
void Rectangular::setRectangular(int h, int w){
    height = (h > 0) ? h : 1;
    width = (w > 0) ? w : 1;;
}

void Rectangular::Print(){
    cout << "The height is " << height << " ; and the width is " << width <<
endl;
}

```

```

int Rectangular::Area(){
    return height * width;
}

int Rectangular::getHeight(){
    return height;
}

int Rectangular::getWidht(){
    return width;
}

//driver
void main(){
    Rectangular obj1, obj2;
    int x, y;
    cout << "Please enter height and width of the rectangular " << endl;
    cin >> x >> y;

    obj1.setRectangular(x, y);
    obj2.setRectangular(10, 50);
    if (obj1.Area() > obj2.Area())
        obj1.Print();
    else
        obj2.Print();
}

```

```

//Rectangular.h

#ifndef _Rectangular
#define _Rectangular

#include <iostream>
using namespace std;

//class definition
class Rectangular{
private:
    int height, width;
public:
    Rectangular(){};
    void setRectangular(int, int);
    int getWidht();
    int getHeight();
    void Print();
    int Area();
};

#endif

```

```

// Lab1_1.cpp
#include "Rectangular.h"

//class implementation
void Rectangular::setRectangular(int h, int w){

```

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        height = (h > 0) ? h : 1;
        width = (w > 0) ? w : 1;;
    }

    void Rectangular::Print(){
        cout << "The height is " << height << " ; and the width is " << width <<
endl;
    }

    int Rectangular::Area(){
        return height * width;
    }

    int Rectangular::getHeight(){
        return height;
    }

    int Rectangular::getWidht(){
        return width;
    }

//driver
#include "Rectangular.h"
void main(){
    Rectangular obj1, obj2;
    int x, y;
    cout << "Please enter height and width of the rectangular " << endl;
    cin >> x >> y;

    obj1.setRectangular(x, y);
    obj2.setRectangular(10, 50);
    if (obj1.Area() > obj2.Area())
        obj1.Print();
    else
        obj2.Print();
}

```