```cpp
//Create a class of a right angled triangle and calculate its Area and Perimeter
#include <iostream>
#include <math.h>

using namespace std;

class Triangle
{
    int base, height;
public:
    void set_triangle()
    {
        cout << "Base : ";
        cin >> base;
        cout << "Height : ";
        cin >> height;
    }
    float get_area()
    {
        return 0.5*base*height;
    }
    float get_perimeter()
    {
        return base + height + sqrt(base*base + height*height);
    }
};

int main()
{
    Triangle t;
    t.set_triangle();
    cout << "Area : " << t.get_area() << endl;
    cout << "Perimeter : " << t.get_perimeter() << endl;
}

OUTPUT:
Base : 3
Height : 4
Area : 6
Perimeter : 12
```