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[CLASS.CPP]

```
#include<iostream.h>
#include<conio.h>
class rectangle
{
public:
int length;
int breadth;
int height;
int calculatearea()
{
return length*breadth;
}
int calculatevolume()
{
return length*breadth*height;
}
};
int main()
{
rectangle class1;
clrscr();
}
```

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```
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{  
return length*breadth;  
}  
int calculatevolume()  
{  
return length*breadth*height;  
}  
};  
int main()  
{  
rectangle class1;  
clrscr();  
class1.length=45;  
class1.breadth=30;  
class1.height=15;  
cout<<"area of rectangle"<<class1.calculatearea()<<endl;  
cout<<"volume of rectangle"<<class1.calculatevolume();  
getch();  
return 0;  
}  
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```

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