```cpp
//WAP to find area and perimeter of any two rectangles using class defining the member
#include<iostream>
using namespace std;

class rectangle
{
    private:
        int length,breadth;
    public:
    rectangle(int l, int b)
    {
        length = l;
        breadth = b;
        cout<<"length = "<<length;cout<<("\n");
        cout<<"breadth = "<<breadth;cout<<("\n");
    }

        int area();
        int perimeter();

};


int rectangle::area()
{
    return length*breadth;
}

int rectangle::perimeter()
{
    return 2*(length+breadth);
}

int main()
{
    rectangle bc(13,14);
    cout<<"Area of first_rectangle is "<<bc.area();cout<<("\n");
    cout<<"Perimeter of first_rectangle is "<<bc.perimeter();cout<<("\n");
    cout<<("\n");
    rectangle bc0(16,17);
    cout<<"Area of second_rectangle is "<<bc0.area();cout<<("\n");
    cout<<"Perimeter of second_rectangle is "<<bc0.perimeter();cout<<("\n");

    return 0;
}
```