

Rectangle Class

Create a class called Rectangle. It should contain a constructor for width and height, a function that returns the area and a friend function that duplicate the rectangle's dimensions. In the main, **create** a rectangle instance, **duplicate** it and **print** out the area.

Input

The first line contains W and H respectively width and height of a rectangle

Output

The output contains area of the rectangle.

Sample input

Sample output

5 4	80
34 234	31824
4 234	3744