//3.2) Write a Java program to implement constructor.

import java.io.\*;

class Box

{

double l,b,h;

double v;

Box(double length,double breadth,double height)

{

l=length;

b=breadth;

h=height;

}

void volume()

{

v=l\*b\*h;

}

void display()

{

System.out.println("Volume="+v);

}

}

class Volume

{

public static void main(String args[])

{

Box b=new Box(10,20,30);

b.volume();

b.display();

}

}

OUTPUT:

