4Q1

```
#include<iostream>
using namespace std;
inline int circle(int r)
{
int area1=3.14*r*r;
return area1;
}
inline int square(int side)
{
int area2=side*side;
return area2;
}
inline int rectangle(int l,int b)
{
int area3=l*b;
return area3;
}
int main()
{
int r,s,l,b;
cout<<"Enter radius of circle:";
cin>>r;
cout<<"Enter side of square:";
cin>>s;
cout<<"Enter length and breadth of rectengle:";
cin>>l>>b;
cout<<"Area of circle is:"<<circle(r)<<endl;
cout<<"Area of square is:"<<square(s)<<endl;
cout<<"area of rectangle is:"<<rectangle (l,b)<<endl;
return 0;  }
```

4]Q2

```
#include <iostream>
using namespace std;
class array
{ public:
int row, column, i, j;
int **a;
array()
{ cout << "enter how many rows:";
cin >> row;
cout << "enter how many columns:";
cin >> column;
a = new int *[row];
for (i = 0; i < row; i++)
{  a[i] = new int[column];
} for (i = 0; i < row; i++)
{ for (j = 0; j < column; j++)
{  cout << "Enter an element:";
cin >> a[i][j];   }   }    }
void display()
{  cout << "transpose of given matrix is:" << endl;
for (i = 0; i < row; i++)
{  for (j = 0; j < column; j++)
{  cout << a[i][j] << "\t";
}  cout << endl;      } }
~array() //destrocutor
{ delete a;
cout << "matrix destroyed succesfully";    }   };
int main()  {
array obj;
obj.display();   return (0);  }
```