// example: one class, two objects

#include <iostream>

using namespace std;

class Rectangle

{

private:

int width, height;

public:

void set\_values (int,int); //define after class

int area ()

{return width\*height;}

};

void Rectangle::set\_values (int x, int y)

{

width = x;

height = y;

}

void main ()

{

Rectangle rect1, rect2;

rect1.set\_values (3,4);

rect2.set\_values (5,6);

cout << "Aera of rectagle #1 area: " << rect1.area() << endl;

cout << "Aera of rectagle #2 area: " << rect2.area() << endl;

getchar();

getchar();

}