// overloading class constructors

#include <iostream>

using namespace std;

class Rectangle

{

public:

int width, height;

public:

Rectangle ();

Rectangle (int,int);

int area (void)

{return (width\*height);}

};

Rectangle::Rectangle ()

{

width = 5;

height = 5;

}

Rectangle::Rectangle (int a, int b)

{

width = a;

height = b;

}

void main ()

{

Rectangle rect1;

Rectangle rect2 (3,4);

cout << "rect area: " << rect1.area() << endl;

cout << "rectb area: " << rect2.area() << endl;

getchar();

getchar();

}