#include <iostream>

using namespace std;

class Rectangle

{

private:

int width, height;

public:

void set\_values (int,int);

int area()

{return width\*height;}

};

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

{

width = x;

height = y;

}

void main ()

{

Rectangle rect;

rect.set\_values (3,4);

cout << "Area rectangle is= " << rect.area();

getchar();

getchar();

}