//member initialization

#include <iostream>

using namespace std;

class Circle

{

private:

double radius;

public:

Circle(double r) : radius(r)

{ }

double area()

{return radius\*radius\*3.14159265;}

};

class Cylinder

{

Circle base;

private:

double height;

public:

Cylinder(double r, double h) : base (r), height(h)

{ }

double volume()

{return base.area() \* height;}

};

void main ()

{

Cylinder foo (10,20);

cout << "foo's volume: " << foo.volume() << '\n';

getchar();

getchar();

}