class **Rectangle** has two parent classes **Area** and **Perimeter**.

Class 'Area' has a function **getArea(int l, int b)** which returns area.

Class 'Perimeter' has a function **getPerimeter(int l, int b)** which returns the perimeter.

When we created the object 'rt' of class Rectangle, its constructor got called and assigned the values 7 and 4 to its data members length and breadth respectively.

Then we called the function **area()** of the class Rectangle which returned getArea(length, breadth) of the class Area,

thus calling the function getArea(int l, int b) and assigning the values 7 and 4 to l and b respectively.

This function returned the area of the rectangle of length 7 and breadth 4.

Similar with function **perimeter().**

**Show the area and perimeter..**

**#include <iostream>**

**using namespace std;**

**class Area**

**{**

**public:**

**int getArea(int l, int b)**

**{**

**return l \* b;**

**}**

**};**

**class Perimeter**

**{**

**public:**

**int getPerimeter(int l, int b)**

**{**

**return 2\*(l + b);**

**}**

**};**

**class Rectangle : public Area, public Perimeter**

**{**

**int length;**

**int breadth;**

**public:**

**Rectangle()**

**{**

**length = 7;**

**breadth = 4;**

**}**

**int area()**

**{**

**return Area::getArea(length, breadth);**

**}**

**int perimeter()**

**{**

**return Perimeter::getPerimeter(length, breadth);**

**}**

**};**

**int main()**

**{**

**Rectangle rt;**

**cout << "Area : " << rt.area() << endl;**

**cout << "Perimeter : " << rt.perimeter() << endl;**

**return 0;**

**}**