DEVELOP A C++ CODE TO FIND AREA OF CIRCLE, RECTANGLE AND VOLUME OF CYLINDER USING THE CONCEPT OF MULTILEVEL INHERITANCE

CODE:

#include<iostream>

using namespace std;

class circle

{

protected:

float radius;

public:

void enter\_r(void)

{

cout<<"\n\t Enter the radius: ";

cin>>radius;

}

void display\_ca(void)

{

cout<<"\t The area of circle is: "<<((22/7)\*radius\*radius);

}

};

class rectangle

{

protected:

float length,breadth;

public:

void enter\_lb(void)

{

cout<<"\t Enter the length: ";

cin>>length;

cout<<"\t Enter the breadth: ";

cin>>breadth;

}

void display\_ar(void)

{

cout<<"\t The area of rectangle is: "<<(length\*breadth);

}

};

class cylinder

{

protected:

float radius1,length1;

public:

void enter\_r1(void)

{

cout<<"\t The radius of the cylinder is: ";

cin>>radius1;

}

void enter\_l1(void)

{

cout<<"\t The length of cylinder is: ";

cin>>length1;

}

void display\_vol(void)

{

cout<<"\t The volume of cylinder is: "<<((22/7)\*radius1\*radius1\*length1);

}

};

int main()

{

circle c;

cout<<"\n Getting the radius of the circle\n";

c.enter\_r();

c.display\_ca();

rectangle r;

cout<<"\n\n Getting the length and breadth of the rectangle\n\n";

r.enter\_lb();

r.display\_ar();

cylinder cy;

cout<<"\n\n Getting the height and radius of the cylinder\n\n";

cy.enter\_r1();

cy.enter\_l1();

cy.display\_vol();

return 0;

}