- Define a class named "Box".
- **Attributes:**
  - length (l)
  - width (w)
  - height (h)
- **Member functions:**
  - Constructors(2)
    - Without any parameters:
      - Initializes the attributes to zero
    - With 3 parameters that initializes the 3 attributes
  - Destructor
    - Just print "In destructor"
  - A single setter to set all the dimensions
  - Get the volume of the box
  - Get the surface area of the box
  - A comparator function that compares two boxes:
    - The box with greater volume is larger
    - If the volume is equal, the box with greater surface area is larger

    You should return -1, 0, or 1 respectively if the calling box is smaller, equal, or larger than the box sent as parameter

Now write a main function to test and show that all functionalities are working.

Marks Distribution:

Define and Design the box - 2

Constructors - 2

Destructor – 1

Setter – 2

Calculate Volume – 2.5

Calculate Surface Area – 2.5

Comparator – 3

Main - 5