#include<iostream>

using namespace std;

inline void displayWelcomeMessage()

{

cout<<"Hello, user!!"<<endl;

}

class Box

{

private:

float l;

float w;

float h;

public:

void boxArea(float l,float w,float h)

{

float area=2\*((l\*w)+(w\*h)+(h\*l));

cout<<"The area of the box : "<<area<<endl;

}

void boxVolume(float l,float b,float h);

friend void displayBoxDimensions(Box d);

void set(float length,float width,float height)

{

l=length;

w=width;

h=height;

}

};

void displayBoxDimensions(Box d)

{

cout<<"The dimensions of the box : "<<d.l<<" X "<<d.w<<" X "<<d.h<<endl;

}

//member function outside the class

void Box::boxVolume(float l,float b,float h)

{

float volume=l\*b\*h;

cout<<"The volume of the box : "<<volume<<endl;

}

int main()

{

Box b;

float length,width,height;

cout<<"Enter the length, width, and height : ";

cin>>length>>width>>height;

b.set(length,width,height);

b.boxArea(length,width,height);

b.boxVolume(length,width,height);

displayBoxDimensions(b);

displayWelcomeMessage();

return 0;

}