|  |
| --- |
| #include <iostream> |
|  | using namespace std; |
|  |  |
|  | class rectangle { |
|  | public: |
|  | double length; // Length of a box |
|  | double bredth; // Breadth of a box |
|  | double area(void) |
|  | { |
|  | return (length\*bredth); |
|  | } |
|  | double perimeter(void) |
|  | { |
|  | return(2\*(length+bredth)); |
|  | } |
|  | }; |
|  |  |
|  | int main() { |
|  | rectangle rectangle1; |
|  | rectangle rectangle2; |
|  | cout << "Enter length and bredth of 1st rectangle\n"; |
|  | cin >> rectangle1.length >> rectangle1.bredth; |
|  | cout << "Enter length and bredth of 2nd rectangle\n"; |
|  | cin >> rectangle2.length >> rectangle2.bredth; |
|  | double area1 = rectangle1.area(); |
|  | double perimeter1 = rectangle1.perimeter(); |
|  | double area2 = rectangle2.area(); |
|  | double perimeter2 = rectangle2.perimeter(); |
|  | cout << area1 << perimeter1 << area2 << perimeter2; |
|  | return 0; |
|  | } |