|  |
| --- |
| #include <iostream> |
|  | using namespace std; |
|  |  |
|  | class Rectangle { |
|  | public: |
|  | double length, breadth; |
|  |  |
|  | double area(); |
|  | double perimeter(); |
|  |  |
|  | Rectangle(double len, double bre) { |
|  | length = len; |
|  | breadth = bre; |
|  | } |
|  | }; |
|  |  |
|  | double Rectangle::area() { |
|  | return length\*breadth; |
|  | } |
|  |  |
|  | double Rectangle::perimeter() { |
|  | return 2\*(length+breadth); |
|  | } |
|  |  |
|  | int main() { |
|  | int l1=0, b1=0; |
|  | cout << "Enter length and breadth for rectangle 1: " << endl; |
|  | cin >> l1 >> b1; |
|  | Rectangle box1 (l1, b1); |
|  |  |
|  | int l2=0, b2=0; |
|  | cout << "Enter length and breadth for rectangle 2: " << endl; |
|  | cin >> l2 >> b2; |
|  | Rectangle box2 (l2, b2); |
|  |  |
|  | cout << "Area of rectangle 1: " << box1.area() << endl; |
|  | cout << "Perimeter of rectangle 1: " << box1.perimeter() << endl; |
|  | cout << "Area of rectangle 2: " << box2.area() << endl; |
|  | cout << "Perimeter of rectangle 2: " << box2.perimeter() << endl; |
|  |  |
|  | if (box1.area() > box2.area()) { |
|  | cout << "Rectangle 1 has larger area." << endl; |
|  | } else if (box1.area() < box2.area()) { |
|  | cout << "Rectangle 2 has larger area." << endl; |
|  | } else { |
|  | cout << "Both rectangles have equal area." << endl; |
|  | } |
|  |  |
|  | if (box1.perimeter() > box2.perimeter()) { |
|  | cout << "Rectangle 1 has larger perimeter." << endl; |
|  | } else if (box1.perimeter() < box2.perimeter()) { |
|  | cout << "Rectnagle 2 has larger perimeter." << endl; |
|  | } else { |
|  | cout << "Both rectangles have equal perimeter." << endl; |
|  | } |
|  | cout << endl; |
|  | return 0; |
|  | } |