

```

//Array of objects
#include <iostream>
using namespace std;
class rectangle
{
    int length,breadth;
public:
    void input()
    {
        cout<<"\nEnter length and breadth";
        cin>>length>>breadth;
    }
    void display()
    {
        cout<<"\nArea is:"<<length*breadth;
    }
};
int main()
{
    rectangle obj[3];
    for(int i=0;i<3;i++)
    {
        obj[i].input();
        obj[i].display();
    }
    return 0;
}

```

```

//Array of objects(Example 2)
#include <iostream>
using namespace std;
class rectangle
{
    int length,breadth;
public:
    int area;
    void input()
    {
        cout<<"\nEnter length and breadth";
        cin>>length>>breadth;
    }
    int calculate()
    {
        area=length*breadth;
        return area;
    }
};
int main()
{
    rectangle obj[3];

```

```

int max;
for(int i=0;i<3;i++)
{
    obj[i].input();
    cout<<obj[i].calculate();
}
max=obj[0].area;
for(int i=1;i<3;i++)
{
    if(obj[i].area>max)
    {
        max=obj[i].area;
    }
}
cout<<"\nLargest area is:"<<max;
return 0;
}
//Array of objects(Example 3)
#include <iostream>
using namespace std;
class rectangle
{
    int length,breadth;
public:
    int area;
    void input()
    {
        cout<<"\nEnter length and breadth";
        cin>>length>>breadth;
    }
    int calculate()
    {
        area=length*breadth;
        return area;
    }
};
int main()
{
    rectangle obj[3];
    int sum=0;
    float avg;
    for(int i=0;i<3;i++)
    {
        obj[i].input();
        cout<<obj[i].calculate();
    }
    for(int i=0;i<3;i++)
    {
        sum=sum+obj[i].calculate();
    }
}

```

```
}  
avg=sum/3.0f;  
cout<<"\nAverage is:"<<avg;  
return 0;  
}
```