#include <iostream>

// Base class

class Shape {

public:

// Function to display a message

void display() {

std::cout << "This is a shape." << std::endl;

}

};

// Derived class

class Rectangle : public Shape {

private:

double length;

double width;

public:

// Constructor to initialize length and width

Rectangle(double l, double w) : length(l), width(w) {}

// Function to calculate and display the area of the rectangle

void calculateArea() {

double area = length \* width;

std::cout << "Area of the rectangle: " << area << std::endl;

}

};

int main() {

// Create an object of the derived class

Rectangle rectangle(5.0, 3.0);

// Access the base class function

rectangle.display();

// Access the derived class function

rectangle.calculateArea();

return 0;

}