#include <iostream>

class Rectangle {

private:

float length;

float width;

public:

// Inline function to set the length of the rectangle

void setLength(float l) {

length = l;

}

// Inline function to set the width of the rectangle

void setWidth(float w) {

width = w;

}

// Inline function to calculate the perimeter of the rectangle

float calculatePerimeter() const {

return 2 \* (length + width);

}

// Inline function to calculate the area of the rectangle

float calculateArea() const {

return length \* width;

}

};

int main() {

Rectangle rectangle;

// Input length and width from the user

float length, width;

std::cout << "Enter length of the rectangle: ";

std::cin >> length;

std::cout << "Enter width of the rectangle: ";

std::cin >> width;

// Set the length and width using inline functions

rectangle.setLength(length);

rectangle.setWidth(width);

// Calculate and display the perimeter and area

std::cout << "Perimeter of the rectangle: " << rectangle.calculatePerimeter() << std::endl;

std::cout << "Area of the rectangle: " << rectangle.calculateArea() << std::endl;

return 0;

}