Program that uses class to compute the Area and Perimeter of Rectangle

Code –

/\*Program that uses class to compute area and perimeter of rectangle

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#include <iostream>

using namespace std;

class Rectangle { //define class

public:

Rectangle() { length = 0; width = 0; } //constructor

float getlength() { return length; } //return length

float getwidth() { return width; } //return width

float area() { return length \* width; } //return area

float perimeter() { return 2 \* length + 2 \* width; }

void setValues(float, float);

private:

float length, width;

};

void Rectangle::setValues(float len, float wid)

{

if (len<=0||len>=20) {

cout << "Enter new value for length ";

cin >> len;

}

length = len;

if (wid<=0||wid>=20) {

cout << "Enter new value for width ";

cin >> wid;

}

width = wid;

}

int main() {

float length, width;

Rectangle r;

cout << "Enter a value for length and width between 0 and 20\n";

cin >> length >> width;

r.setValues(length, width);

cout << "\nGiven the length of " << r.getlength()

<< " and the width of "

<< r.getwidth() << " \nyour area is " << r.area()

<< " and your perimeter is "

<< r.perimeter() << "\n\n";

system("Pause");

return 0;

}

Program Run-

