

```
#ifndef RECTANGLE_HH
#define RECTANGLE_HH

#include <iostream>

using namespace std;

class Rectangle {

public:

/*****
/* Constructor
*****/
Rectangle();

/*****
/* Destructor
*****/
~Rectangle();

/*****
/* Methode set_value
*****/
void set_values(int,int);

/*****
/* Methode area
*****/
int area();

private:

/*****
/* Daten der Klasse
*****/
int _width;
int _height;

};

#endif // RECTANGLE_HH
```

```
#include "rectangle.hh"

/*****
/* Constructor
*****/
Rectangle::Rectangle()
{
    _width = 0;
    _height = 0;
}

/*****
/* Destructor
*****/
Rectangle::~Rectangle() {}

/*****
/* Methode set_value
*****/
void Rectangle::set_values(int x,int y)
{
    _width = x;
    _height = y;
}

/*****
/* Methode area
*****/
int Rectangle::area()
{
    return _width*_height;
}
```

```
#include <iostream>
#include "rectangle.hh"
using namespace std;

/*****
/* Hauptprogramm */
*****/
int main ()
{
    Rectangle rect;
    rect.set_values(3,4);
    cout << "area: " << rect.area() << endl;
    return 0;
}
```