```cpp
/*  C++ Program to find Area of Rectangle using inheritance  */


#include<iostream>
using namespace std;
class Rectangle
{
    private:
        float length ; // This can't be inherited
    public:
        float breadth ; // The data and member functions are inheritable
        void Enter_lb(void)
        {
            cout << "\n Enter the length of the rectangle : ";
                cin >> length ;
            cout << "\n Enter the breadth of the rectangle : ";
            cin >> breadth ;
        }
        float get_l(void)
        {    return length ; }
};  // End of the class definition

class Rectangle1 : public Rectangle
{
    private:
        float area ;
     public:
        void Rec_area(void)
        {  area = get_l( ) * breadth ;  }
        // area = length * breadth ;  can't be used here
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```cpp
void Display(void)

    {

        cout << "\n Length = " << get_l( ) ; // Object of the derived class can't

            //    inherit the private member of the base class. Thus the member

            //   function is used here to get the value of data member 'length'.

        cout << "\n Breadth = " << breadth ;

        cout << "\n Area = " << area  ;

    }

};  // End of the derived class definition D

int main()

{

        Rectangle1 r1 ;

        r1.Enter_lb( );

        r1.Rec_area( );

        r1.Display( );

return 0;

}
```

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