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{ int height, width, depth; //private data members. public: Box(int ht=1, int wd=2, int dp=3) //constructor with default values {height=ht; width=wd; depth=dp;} int volume() {return height\*width\*depth;} //Member function. } int main() { Box thisbox(7, 8, 9); //construct two box objects. Box defaultbox; int volume=thisbox.volume(); //get and display the objects' volumes. cout<L K r L L D\$! L J L & L 餌↑ \* L J L 餌↑ 餌↑

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