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1. Declare a **Polygon** class consist of :
2. The width, height, those variables are protected.
3. Default constructor (initialize the variable with suitable values
width = height = 0 ).
4. Add a **Set\_value** Function to set the width and height with a given value.
5. Add a destructors to print a destroy massage.
6. Declare a **Rectangle** classthatinheritclass **Polygon** publicly Containing the following :

Add an **area** function to calculate the area of rectangle (width \* height).

1. Declare a **Triangle** classthatinheritclass **Polygon** publicly Containing the following :

Add an **area** function to calculate the area of rectangle (width \* height / 2).

Write a **main** program to test your class functions:

1. declare object from each derived class.
2. Set the value of each object.
3. Print the area of each object.