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#include<iostream>

using namespace std;

struct Distance {
    Distance() {
        feet = 0;
        inches = 0;
    }
    int feet;
    float inches;
};

class Volume {
public:
    void setVariable(Distance var, int index);
    float ConvertToMeters(Distance );

    float getVolume();
private:
    Distance variable[3];
};

void Volume::setVariable(Distance var, int index) {
    variable[index].feet = var.feet;
    variable[index].inches = var.inches;
}

float Volume::ConvertToMeters(Distance a) {
    return ((float)a.feet * 0.3048) + ((float)a.inches * 0.0254); // convert to meters
}

float Volume::getVolume() {
    float Volume;

    Volume = ConvertToMeters(variable[0]) * ConvertToMeters(variable[1]) *
    ConvertToMeters(variable[2]);
}

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        return Volume;
    }

int main() {
    Distance d;
    Volume a;

    for (int i = 0; i < 3; i++) {
        cout << "Enter feets of " << i + 1 << " variable: "; cin >> d.feet;
        cout << endl;
        cout << "Enter inches of " << i + 1 << " variable: "; cin >> d.inches;
        cout << endl;
        a.setVariable(d,i);
    }

    cout << "Volume is " << a.getVolume() << " cubic meters\n";

    system("pause");
    return 0;
}
```