1] Write a program in Java with class Rectangle with the data fields width, length, area and colour. The length, width and area are of double type and colour is of string type. The methods are get_length(), get_width(), get_colour() and find_area(). Create two objects of Rectangle and compare their area and colour. If the area and colour both are the same for the objects then display "Matching Rectangles", otherwise display "Non-matching Rectangle".

```java
package Practical3;
public class RectangleMatch {
        private float length;
        private float height;
        private String color;
        private float area;
            public RectangleMatch(float length, float height, String color) {
                    this.length = length;
                    this.height = height;
                    this.color = color;
                    this.area = length * height;
                }
                public float area() {
                  return this.area;
                }
                public String getcolor() {
                  return this.color;
                }
                public float getlength() {
                  return this.length;
                }
                public float getheight() {
                  return this.height;
                }
                public static void main(String[] args) {
                  RectangleMatch r1 = new RectangleMatch(10.0F, 5.0F, "Red");
                  RectangleMatch r2 = new RectangleMatch(5.0F, 10.0F, "Red");
                  if (r1.area() == r2.area() && r1.getcolor().equals(r2.getcolor())) {
                    System.out.println("The given area and color of rectangle are Matching");
                  } else {
                    System.out.println("The given area and color of rectangle are not Matching");
                  }
              }
        }
```

🖥 Console ✕ 📄 RectangleMatch.java

\<terminated\> RectangleMatch [Java Application] C:\Users\Megha\.p2\pool\plugins\org.

The given area and color of rectangle are Matching