



Write a class to represent a Rectangle. A horizontal rectangle on a grid is uniquely defined by two points. Top left and Bottom right. Write all the other methods for the rectangle class as defined above using UML diagram. Coordinate for each point will be a random integer from 0-8 inclusive.

Runner Class: Write a class named `UsingRectangles`. This is a runner class and has a main method. In this class create 4 rectangle objects `a`, `b`, `c` and `d`. Then write code to output name of each rectangle which overlaps current rectangle. Check example:



Red overlaps: Y and G  
Green overlaps: Y, R and B  
Yellow overlaps: R and G  
Blue overlaps: G  
Red: R, Green: G, Yellow: Y,  
Blue: B