**Write a program in java to calculate Area of Rectangle by using constructor Method to be initialize and the object at the time of its creation.**

import java.util.\*;

class Rectangle

{

int length,width;

Rectangle(int a,int b)

{

length=a;

width=b;

}

int rectArea()

{

int area=length\*width;

return(area);

}

}

class ConstRect

{

public static void main(String args[])

{

Scanner sc=new Scanner(System.in);

System.out.println("Enter the length of the REctangle:");

int a=sc.nextInt();

System.out.println("Enter the width of the REctangle:");

int b=sc.nextInt();

Rectangle R1=new Rectangle(a,b);

int area=R1.rectArea();

System.out.println("Area of REctangle is :"+area);

}

}

**OutPut:­-**

C:\Users\Admin>e:

E:\>cd suchi1

E:\suchi1>javac ConstRact.java

javac: file not found: ConstRact.java

Usage: javac <options> <source files>

use -help for a list of possible options

E:\suchi1>javac ConstRect.java

E:\suchi1>java ConstRect

Enter the length of the REctangle:

4

Enter the width of the REctangle:

8

Area of REctangle is :32

E:\suchi1>