

New York Institute of Technology
CSCI 185 Computer Programming II
Fall 2020

Module 1 Lab 2: More about Class and Object

Goal: In this lab, we will learn more about how to write a class and declare objects in Java by practice.

1. Define a class of rectangles.

Design a class named Rectangle to represent a rectangle. The class contains:

- Two double data fields named width and height that specify the width and height of the rectangle. The default values are 1.0 for both width and height.
- A no-arg constructor that creates a default rectangle.
- A constructor that creates a rectangle with a specified width and height.
- A method named getArea() that returns the area of a rectangle.
- A method named getPerimeter() that returns the perimeter.

The main method in your program should do the following things:

- Create the first rectangle using the no-arg constructor.
- Create a second rectangle using the constructor's arguments to set the width to 4.0 and the height to 40.0.
- Print out the area of the first rectangle.
- Print out the perimeter of the second rectangle.