import java.util.Scanner;

/\* Calculates and displays the area of a rectangle

\* based on the width and length entered by the user.

\*/

public class RectangleArea2 {

public static void main(String[] args) {

int length; //longer side of rectangle

int width; //shorter side of rectangle

int area; //calculated area of rectangle

Scanner input = new Scanner(System.in);

System.out.print("Enter the length: ");

length = input.nextInt();

System.out.print("Enter the width: ");

width = input.nextInt(); input.close();

area = length \* width;

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

}

}

length=int(input("Enter the length: "));

width=int(input("Enter the width: "));

area=length\*width;

print("Area of rectangle: "+str(area));

/\* AverageValue application. \*/

import java.util.Scanner;

/\*\* \* Displays the average of a set of numbers \*/

public class AverageValue {

public static void main(String[] args) {

final int SENTINEL = 0;

int newValue; int numValues = 0;

int sumOfValues = 0; double avg;

Scanner input = new Scanner(System.in);

/\* Get a set of numbers from user \*/

System.out.println("Calculate Average Program");

System.out.print("Enter a value (" + SENTINEL + " to quit): ");

newValue = input.nextInt();

while (newValue != SENTINEL) {

numValues += 1;

sumOfValues += newValue;

System.out.print("Enter a value(" + SENTINEL + " to quit): ");

newValue = input.nextInt();

}

input.close();

/\*Calculate average of numbers entered by user \*/

avg = (double)sumOfValues / (double)numValues;

System.out.println("Average is " + avg);

}

}

SENTINEL=0;

numValues=0;

sumOfValues=0;

print("Calculate Average Program");

newValue=int(input("Enter a value ("+str(SENTINEL)+ " to quit): "));

while newValue != SENTINEL:

numValues +=1;

sumOfValues += newValue;

newValue=int(input("Enter a value ("+str(SENTINEL)+"to quit): "));

avg=float(sumOfValues)/float(numValues);

print("Average is "+str(avg));