MyRectangle2D	
-x : double	X coordinate of the center of MyRectangle2D
-y : double	Y coordinate of the center of MyRectangle2D
-length : double	Length of MyRectangle2D (parallel to x-axis)
-width : double	Width of MyRectangle2D (parallel to y-axis)
MyRectangle2D()	No-arg constructor default x=0, y=0, length/width = 1
MyRectangle2D(x : double, y : double, length : double, width : double)	Create a MyRectangle2D with specified x, y, length, and width
+ getX() : double	Return the value of x coordinate
+ setX(newX : double) : void	Set new x coordinate value
+ getY() : double	Return the value of y coordinate
+ setY(newY : double) : void	Set new Y coordinate value
+ getLength() : double	Return the length of MyRectangle2D
+ setLength(newLength : double) : void	Set new value for length
+ getWidth() : double	Return value of width
+ setWidth(newWidth : double) : void	Set new value or width
+ getArea() : double	Compute area of MyRecrangle2D, area = length * width
+ getPerimeter : double	Compute perimeter of MyRectangle2D. Perimeter + 2(length + width
+ contains(x : double, y : double) : boolean	Method returns true if point (x, y) is within MyRectangle2D
+ contains(r : MyRectangle2D) : boolean	Method returns true if MyRectangle2d r is within rectangle
+ overlaps(r : MyRectangle2D) : boolean	Method returns true if MyRectangle r overlaps rectangle