4b. Write a program to print the area of a rectangle by creating a class named 'Area' having two methods.First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.

**Code:-**

import java.util.Scanner; class Area{

double length; double breadth;

void setDim(double length, double breadth) { this.length = length;

this.breadth = breadth;

}

double getAreaa() {

return length \* breadth;

}

}

public class Areaa {

public static void main(String[] args) { Scanner scanner = new Scanner(System.in);

System.out.print("Enter length of the rectangle: "); double length = scanner.nextDouble();

System.out.print("Enter breadth of the rectangle: "); double breadth = scanner.nextDouble();

Area rectangle = new Area(); rectangle.setDim(length, breadth);

double area = rectangle.getAreaa(); System.out.println("Area of the rectangle: " + area);

scanner.close();

}

}