Objective

In this challenge, we practice creating objects. Check out the attached tutorial for more details.

Task

Complete the function in the editor. It has two parameters: a and b. It must return an object modeling a rectangle that has the following properties:

- $length$: This value is equal to a.
- $width$: This value is equal to b.
- $perimeter$: This value is equal to $2 \cdot (a + b)$
- $area$: This value is equal to $a \cdot b$

Note: The names of the object's properties must be spelled correctly to pass this challenge.

Input Format

The first line contains an integer denoting a.
The second line contains an integer denoting b.

Constraints

- $1 \leq a, b \leq 100$

Output Format

Return a object that has the properties specified above. Locked code in the editor prints the returned object's $length$, $width$, $perimeter$, and $area$ to STDOUT.

Sample Input 0

```
4
5
```

Sample Output 0

```
4
5
```

18
20

Explanation 0

Given a $length$ of $a = 4$ and a $width$ of $b = 5$, the Rectangle object's $perimeter$ is $4 + 4 + 5 + 5 = 18$ and its $area$ is $4 \cdot 5 = 20$.