```
BetterRectangle class:

  extends to Rectangle class (java.awt.Rectangle)

  has 4 constructors
    1. no input - call super() then set width and height to 1 and origin to 0,0
    2. width and height - super() then set width and height and origin
    3. x and y and width and height - super() then set values
    4. another BetterRectangle - super() then copy values over

  2 override methods
    toString()
    equals()

  4 Acessors
    int - getArea()
    int - getPerimeter()
    float - getSlope (height/width) [2 decimal places]
    Point - getMidPoint, from center to anchor, rounded up to int value

  4 utility methods
    congruenct(other) width+height is same
    equivalent(other) perimeter is same
    similar(other) area is same
    concentric(other) midpoint is same

  1 mutator
    boolean scaleBy(scale) new height and width is old ones multiplied by scale
    return true after done, false if scale is non-positive (negative or 0)


Tester class:

  main class that will:

  create 4 "better" rectangles
  test the accessor methods with rectangle 1
  test the utility and equals() methods with rectangle 1 and 2
  test the mutator method with 4

  and print expected output with all
```