

Exercises (Classes - Objects)

Exercise 1

1. Create a Class Rectangle with the following attributes: Length and Width.
2. Add an initialization constructor.
3. Add the following methods:
 - `perimeter()`: returns the perimeter of the rectangle.
 - `area()`: returns the area of the rectangle.
 - `isSquare()`: checks if the rectangle is a square.
 - `displayRectangle()`: displays the characteristics of a rectangle as follows:
Length: [...] - Width: [...] - Perimeter: [...] - Area: [...] – It's a square / It's not a square
4. Create an object of type rectangle and display its characteristics.

Exercise 2:

Define a class in Java called "Book" with the following attributes: Title, Author (Full name), Price.

1. Define methods to access the different attributes of the class using properties.
2. Create a constructor that allows the initialization of the attributes by values entered by the user.
3. Define the method "display()" to display the information of the current book.
4. Write a program to test the "Book" class.