CS/SE 2S03 — Assignment 0
Due Saturday, May 15th, 11:59pm

Submit the assignment on Avenue. Note, Avenue must receive your assignment by the due date. Please do not leave your submission to the last minute.

NOTE: The point of this assignment is not meant to assess your skills as a programmer. I hope you find the coding aspect of the assignment very straight forward. Instead, it is meant to ensure you understand the submission process and the importance of naming methods/files correctly.

Submit a `.java` file which contains the following:

1. A `public` class named `Square`

2. The `Square` class has a `public static` method named `area`

The method `area` takes in two parameters, the first and second representing the length and width of a rectangle, respectively. The method returns the area of the rectangle.

See below of some example as to what the method should return for some given inputs.

```
- area(1.1, 4) returns 4.4
- area(0, 99) returns 0.0
- area(1, 1) returns 1.0
```

You may assume the input is always a valid int or double. Do not worry about negative numbers as input.