```
using System;

class Rectangle
{
   public int length, width;

   public void GetData(int x, int y)
   {
      length = x;
      width = y;
   }

   public int RectArea()
   {
      int area = length * width;
      return (area);
   }
}

class RectArea
{
   public static void Main()
   {
      int area1, area2;
      Rectangle rect1 = new Rectangle();
      Rectangle rect2 = new Rectangle();
      rect1.length = 15;
      rect1.width = 10;
      area1 = rect1.length * rect1.width;
      rect2.GetData(20, 12);
      area2 = rect2.RectArea();
      Console.WriteLine("Area1 = " + area1);
      Console.WriteLine("Area2 = " + area2);
   }
}
```