

12) Create class rectangle with member function perimeter and area

```
package rectangle;
public class Rectangle {

    int l,b;
    public Rectangle(int a,int c){
        l=a;
        b=c;
    }
    public void area(){
        System.out.println("Area is :"+l*b);
    }
    public void perimeter(){

        System.out.println("Perimeter is :"+2*(l+b));
    }
    public static void main(String[] args) {

        Rectangle s1=new Rectangle(20, 10);
        s1.area();
        s1.perimeter();
    }
}
```

