

# IMPLEMENTING A CLASS

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## 1. UNDERSTAND the problem statement.

*Design a class that can establish rectangles and provide mathematical data about them (e.g. area, perimeter)*

## 2. DETERMINE the methods that will be needed.

*Establish rectangle characteristics, access rectangle characteristics, calculate data*

## 3. SPECIFY the public interface (i.e. method headers).

*public void setLength(double len), public double getArea(), etc.*

## 4. DOCUMENT the public interface.

```
/**
 * The setWidth method accepts an argument
 * that is stored in the width field.
 */
```

## 5. DETERMINE instance variables.

*private double length, private double width*

## 6. CODE constructors and methods.

## 7. TEST your class.

*RectangleDemo class*