Module 1 Lab:

Spend several minutes reading the Javadoc of the Rectangle class and answer each of the following questions:
● In which package is the Rectangle class located?
● What do you need to do in order to use the Rectangle class in your program?
● How many constructors does the Rectangle class have?
● Find the errors in the following statements: r = new Rectangle(); r.translate(10, "Hello");

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1. The Rectangle class is located in the package "java.awt".
2. To use the Rectangle class in your program, you need to include the import statement: "import java.awt.Rectangle;" or "import java.awt.*;". The first import statement enables the use of only the Rectangle class, while the second import statement enables the use of any class defined in the java.awt package.
3. The Rectangle class has four constructors.
4. The following statements contain errors.

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r = new Rectangle(); // Error: The variable 'r' is not declared. r.translate(10, "Hello"); // Error: The second argument should be of type 'int', but a string literal "Hello" is provided.

To fix these errors, you need to declare the variable 'r' and provide appropriate arguments for the translate method.

For example:

Rectangle r = new Rectangle();
r.translate(10, 20);