**Rectangle.java**

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This class allows the creation of a rectangle and will display the rectangle in the console.

**Overview**:

This class will allow the user to put in different sides lengths to define a rectangle and display said rectangle. The user can also get the area and perimeter.

**Class Constants:**

None.

**Class Enumerations:**

**Choices**

**SETSIDES**

Allow the user to set sides for the rectangle

**PERIMETER**

Display the calculated perimeter of the rectangle.

**AREA**

Display the calculated area of the rectangle.

**DISPLAY**

Display a rectangle in console of all the sides.

**GOBACK**

Backup one level into the master menu.

**Public Variables:**

None.

**Private Instance Variables:**

Int Length  **–** Length of the side of the rectangle.

Int Width - Width of the side of the rectangle.

Choices **choice –** The user’s selected menu option.

Scanner **keyboard –** Allows for the retrieval of keyboard input.

**Constructors:**

**Rectangle**(Scanner **keyboard**)

**keyboard** – Scanner class object.

**Public Methods:**

Int **Area(int length, int width)**

This method will return an area of the Rectangle being x \* y

int **Perimeter(int length, int width)**

This method will return a perimeter when 2x + 2y = perimeter

void **QueryUser()**

This method will ask the user to enter a choice of the menu.

void **ProcessCommand**()

This method will control what function the class will preform, such as setting sides, getting area, or getting perimeter.

boolean **goback**()

Returns **true** if the user selected the “Go Back” option in response to a menu.

**Private Methods:**

None.

**Mutators and Accessors:**

None.

**Test Interface/Sample:**

None.