

Check point 24 sample solution:

```
using static System.Console;
class Rectangle //1. Name of class is Rectangle
{
    private double height, width; //2. Instance variables
    public Rectangle(double h, double w) //3. Parametrized constructor
    {
        height = h; //4. Sets height
        width = w; //5. Sets width
    }
    static void Main()
    {
        Rectangle rec1 = new Rectangle(2, 6); //6. Makes instance
        Rectangle rec2 = new Rectangle(3, 4); //7. Makes instance
        Rectangle rec3 = new Rectangle(1, 5); //8. Makes instance
    }
}
```

Do these steps only once. Press this arrow repeatedly to step through the code.

1. **Debug** 2.  Step Into

3.   

4. When you step through the program, you should see the Locals window. This window shows you the variables, and their values.

Locals	
Name	Value
rec1	{Rectangle}
height	2
width	6
rec2	{Rectangle}
height	3
width	4
rec3	{Rectangle}
height	1
width	5

name of instance

name of class
also think of it
as the "type"

name of instance variable
this is also called a "field"

name of instance variable

value of height

code window

locals window

