## Implement a program that demonstrates the concepts of class and objects

```
1}
    class Rectangle{
     int length;
     int width;
     void insert(int I, int w){
     length=I;
     width=w;
     void
    calculateArea(){System.out.println(length*width);}
    }
    class TestRectangle1{
     public static void main(String args[]){
     Rectangle r1=new Rectangle();
     Rectangle r2=new Rectangle();
     r1.insert(11,5);
```

```
r2.insert(3,15);
r1.calculateArea();
r2.calculateArea();
}
```

## Output:

