

C) Now without using getData() method initialize the Rectangle object by using a constructor.

*/*by creating object & constructor*/*

```
class Rectangle
{
    int length;
    int breadth;
    Rectangle(int x,int y) //Rectangle=constructor
    {
        length=x;
        breadth=y;
    }
    int rectArea()
    {
        int area=length*breadth;
        return(area);
    }
}

class Constructor
{
    public static void main(String args[])
    {
        Rectangle r1=new Rectangle(5,10);
        Rectangle r2=new Rectangle(7,3);
        int area1=r1.rectArea();
        int area2=r2.rectArea();
        System.out.println("area of r1 is "+area1);
        System.out.println("area of r2 is "+area2);
    }
}
```

}

```
Microsoft Windows [Version 10.0.22621.1105]
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C:\Users\HP>cd Onedrive

C:\Users\HP\OneDrive>cd Desktop

C:\Users\HP\OneDrive\Desktop>cd notepad prog

C:\Users\HP\OneDrive\Desktop\notepad prog>javac Constructor.java

C:\Users\HP\OneDrive\Desktop\notepad prog>java Constructor
area of r1 is 50
area of r2 is 21

C:\Users\HP\OneDrive\Desktop\notepad prog>
```