

Problem Code 1:

1... You are given a class `AdvancedArithmetic` which contains a method signature `int divisor_sum(int n)`. You need to write another class called `MyCalculator` which implements the method.

`divisorSum` method just takes an integer as input and return the sum of all its divisors. For example divisors of 6 are 1, 2, 3 and 6, so `divisor_sum` should return 12. The value of `n` will be at most 1000.

Read the partially completed code in the editor and complete it. You just need to write the `MyCalculator` class only. Your class shouldn't be public.

#### Sample Input

6

#### Sample Output

I implemented: `AdvancedArithmetic`  
12

#### Explanation

Divisors of 6 are 1,2,3 and 6.  $1+2+3+6=12$ .

Problem Code 2:

2.. you will make a class 'Rectangle' and declare the variable length and breadth as private. One Constructor will be used for initializing the value of variables. When an object is created, the constructor will be called and the default value of the instance variables will be assigned. Now create another new class 'RectangleTest' & create an object of class Rectangle and assign values of the parameter used in constructor. Calculate area of the rectangle and print it on the console. Let's update the new value of variable. And then read the updated value.

Sample Output: Area = 800

New area = 900