# #Exercise45-Methods Exercise

Define an object called square, which will hold methods that have to do with the geometry of squares. It should contain two methods, area and perimeter

* area should accept the length of a side (all sides are the same in a square) and then return the side squared.
* perimeter should accept the length of a side and return that side multiplied by 4.

1. square.area(10) //100
2. square.perimeter(10) //40

1