class Rectangle {

private double width;

private double length;

private double area;

private String color;

public Rectangle(double width, double length, String color) {

this.width = width;

this.length = length;

this.color = color;

calculateArea();

}

public double getLength() {

return length;

}

public double getWidth() {

return width;

}

public String getColor() {

return color;

}

private void calculateArea() {

area = width \* length;

}

public double getArea() {

return area;

}

}

public class RectangleComparison {

public static void main(String[] args) {

Rectangle rectangle1 = new Rectangle(5.0, 10.0, "Blue");

Rectangle rectangle2 = new Rectangle(5.0, 10.0, "Blue");

if (areRectanglesMatching(rectangle1, rectangle2)) {

System.out.println("Matching rectangles.");

} else {

System.out.println("Non-matching rectangles.");

}

}

public static boolean areRectanglesMatching(Rectangle r1, Rectangle r2) {

return r1.getArea() == r2.getArea() && r1.getColor().equals(r2.getColor());

}

}

Sure, here's a Java program that defines a **Rectangle** class with the specified data fields and methods, and then creates two **Rectangle** objects to compare their area and color:

In this program, we define a **Rectangle** class with data fields for width, length, area, and color. We also have methods to retrieve the length, width, color, and calculate the area. In the **RectangleComparison** class, we create two **Rectangle** objects and use the **areRectanglesMatching** method to compare their area and color. If both the area and color are the same, we print "Matching rectangles," otherwise, we print "Non-matching rectangles."