

```
class Rect
{
    public int width;
    public int height;

    public Rect(int w, int h)
    {
        width = w;
        height = h;
    }

    public int Area()
    {
        return width * height;
    }

    public int Square()
    {
        return 2 * (width + height);
    }

    public void ToConsole()
    {
        Console.WriteLine("Прямоугольник {0}x{1}, S = {2}, P = {3}", width, height,
Area(), Square());
    }

    public void Des(int s)
    {
        width = width / s;
        height = height / s;
    }
}

class Program
{
    static void Main(string[] args)
    {
        Rect r1 = new Rect(4, 8);
        Rect r2 = new Rect(12, 24);
        Console.WriteLine("Площадь прямоугольника r1: " + r1.Area());
        Console.WriteLine("Площадь прямоугольника r2: " + r2.Area());
        r1.Des(2);
        r1.ToConsole();
        r2.Des(3);
        r2.ToConsole();

        Console.ReadLine();
    }
}
```