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Experiment # 2: Initializing object through method of a class.
Complete the following code by writing in a separate class, a *main* method and:
• Create a *Rectangle* of *length* 11 and *width* 5. Display its area.
• Create a *Rectangle* of *length* 3 and *width* 15. Display its area.

```java
class Rectangle{
 int length;
 int width;
 void insert(int l, int w){
  length=l;
  width=w;
 }
 void calculateArea(){System.out.println(length*width);}
}
```

Answer:

```java
public class Rectangle {
    int length;
    int width;

    void insert(int l, int w)
    {
       length = l;
       width = w;
    }

    void calculateArea()
    {
       System.out.println(length*width);
    }
}


public class MainTest {
  public static void main(String[] args){
     Rectangle rectangle1 = new Rectangle();
     rectangle1.insert(11,5);
     rectangle1.calculateArea();
```

```
    Rectangle rectangle2 = new Rectangle();
    rectangle2.insert(3,15);
    rectangle2.calculateArea();
  }
}
```

```java
J Student.java      J Rectangle.java ×     J MainTest.java

Practical_OOP > J Rectangle.java > ...
1   public class Rectangle {
2       int length;
3       int width;
4
5       void insert(int l, int w)
6       {
7           length = l;
8           width = w;
9       }
10
11      void calculateArea()
12      {
13          System.out.println(length*width);
14      }
15  }
16
```

```java
J Student.java      J Rectangle.java     J MainTest.java ×

Practical_OOP > Experiment2 > J MainTest.java > MainTest
1   public class MainTest {
        Run | Debug
2   public static void main(String[] args){
3       Rectangle rectangle1 = new Rectangle();
4       rectangle1.insert(i:11,w:5);
5       rectangle1.calculateArea();
6
7       Rectangle rectangle2 = new Rectangle();
8       rectangle2.insert(i:3,w:15);
9       rectangle2.calculateArea();
10  }
11 }
12
```