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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.



Answer:

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();

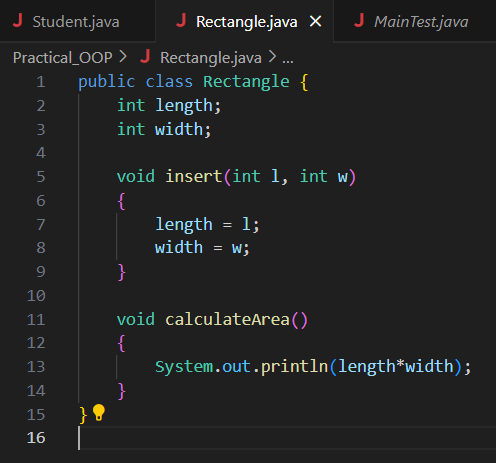
      Rectangle rectangle2 = new Rectangle();

      rectangle2.insert(3,15);

      rectangle2.calculateArea();

   }

}



A screen shot of a computer program

Description automatically generated