Solution Review: Implement the Rectangle Class Using the Concepts of Encapsulation

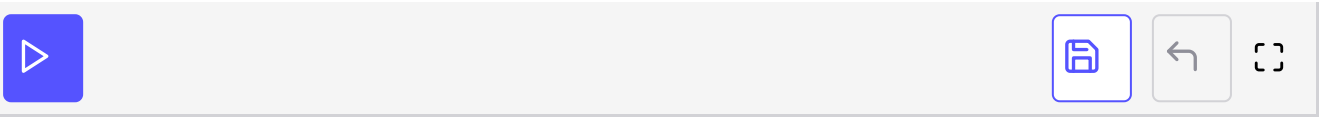
This review provides a detailed analysis to solve the 'Implement the Rectangle Class using the Concepts of Encapsulation' challenge.

WE'LL COVER THE FOLLOWING

Solution

```
// Class Rectangle
class Rectangle {

  // Private Fields
  private int length;
  private int width;

  // Default Constructor
  public Rectangle() {
    this.length = 0;
    this.width = 0;
  }

  // Parameterized Constructor
  public Rectangle(int length, int width) {
    this.length = length;
    this.width = width;

  }

  // Method to calculate Area of a rectangle
  public int getArea() {
    return this.length * this.width;
  }

}

class Demo {

  public static void main(String args[]) {

    Rectangle obj = new Rectangle(2, 2);
```

```
    Rectangle obj = new Rectangle(2, 2);
    System.out.println(obj.getArea());

  }

}
```



Explanation

The solution is straightforward.

- **Line 5 - 6:** Private fields are declared i.e. `length` and `width`.
- **Line 10 - 11:** Default Constructor is implemented, and all fields are set to 0.
- **Line 16 - 17:** Parameterized Constructor is implemented, and all the fields are set to respective parameters.
- **Line 23:** Provided the implementation of `getArea()` method.