

Solution Review: Implement the Rectangle Class

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
- Explanation

Solution

```
// Class Rectangle
class Rectangle {

    // Private Fields
    private int _length;
    private int _width;

    // 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 Program {
    public static void Main(){
        Rectangle obj = new Rectangle(2,2);
        System.Console.WriteLine(obj.GetArea());
    }
}
```



Explanation

Explanation

The solution is straightforward.

- **Line 5-6:** Private fields are declared i.e. `length` and `width`.
- **Line 10-13:** Parameterized Constructor is implemented, and all the fields are set to respective parameters.
- **Line 17:** Provided the implementation of `GetArea()` method.
- **Line 24-25:** An object of `Rectangle` class is created and the `GetArea()` method is called.