## Solution Review: Implement Getter Methods

This lesson gives the solution to the previous exercise - implementing the getter methods to calculate the width and height of a rectangle.

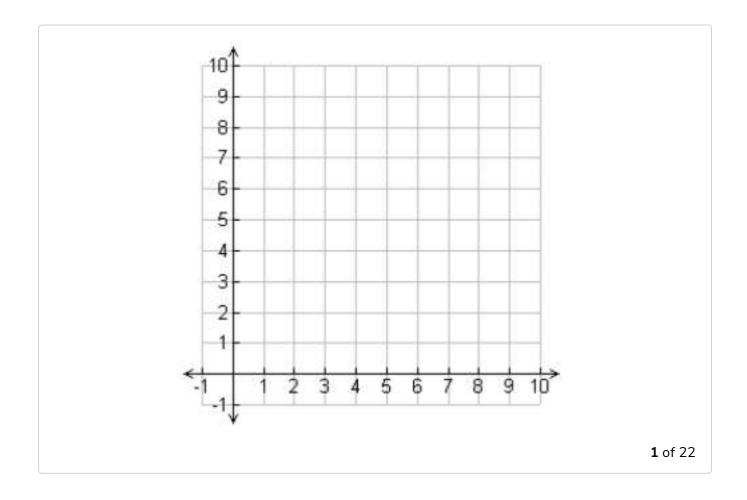
WE'LL COVER THE FOLLOWING ^

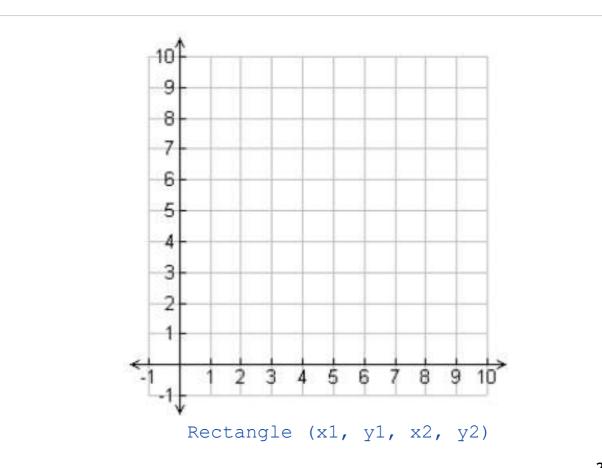
Solution:

## Solution: #

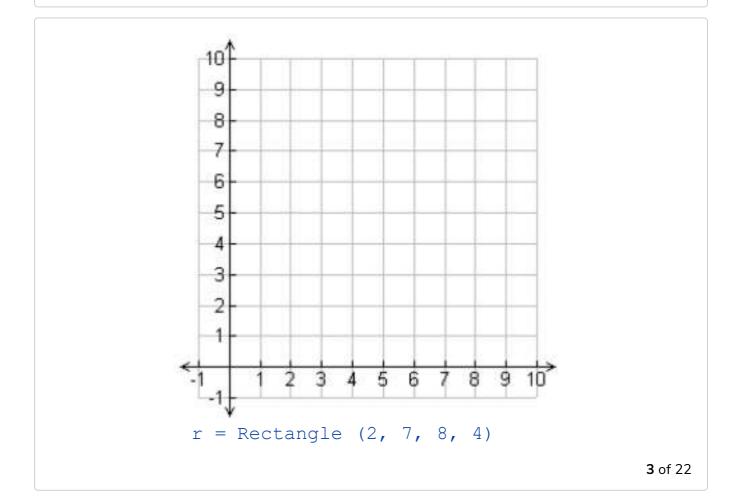
The getter methods are written in the lines 11-15 in the following code playground. The width() and height() methods simply subtract the x and y coordinates respectively and return the result.

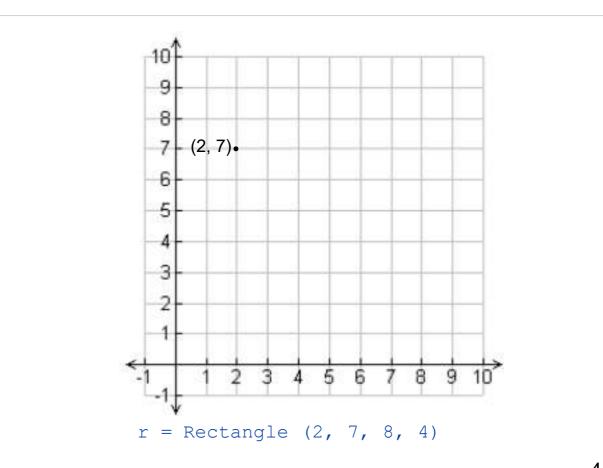
This solution is illustrated in the following figure:



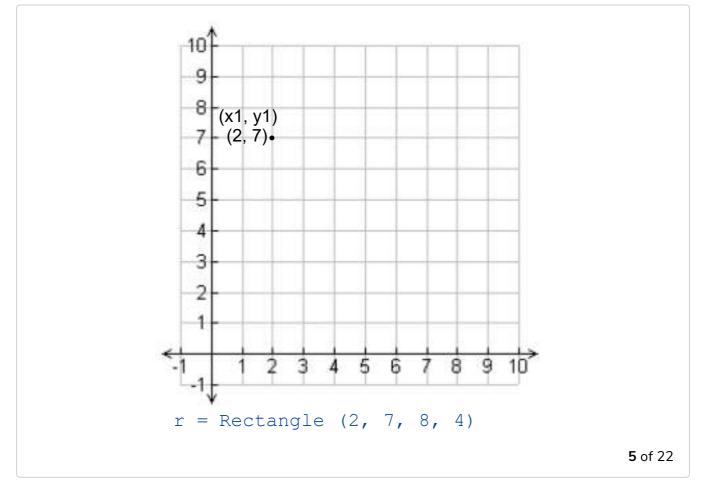


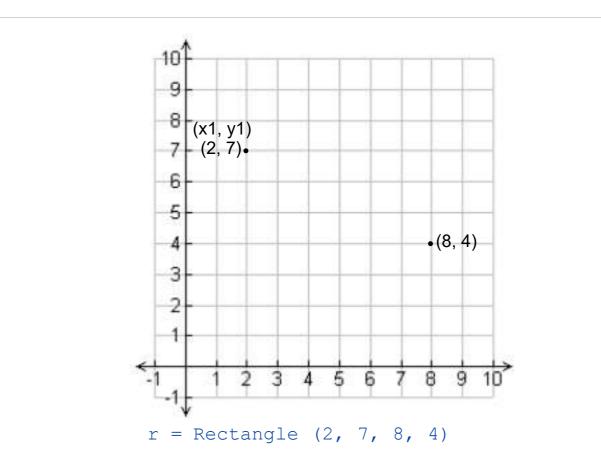
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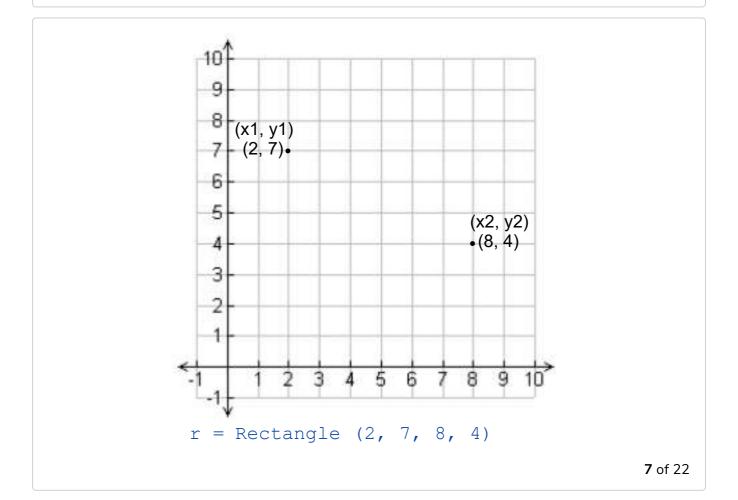


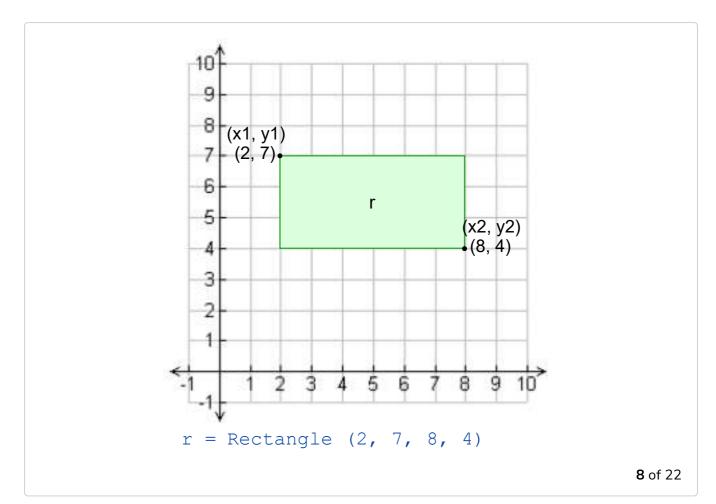
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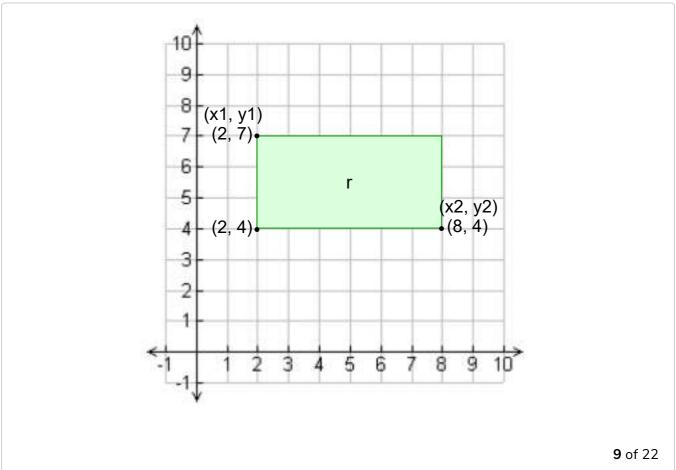


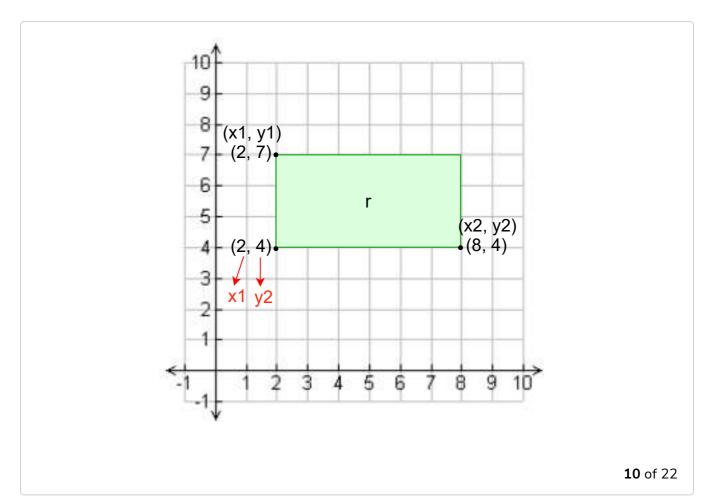


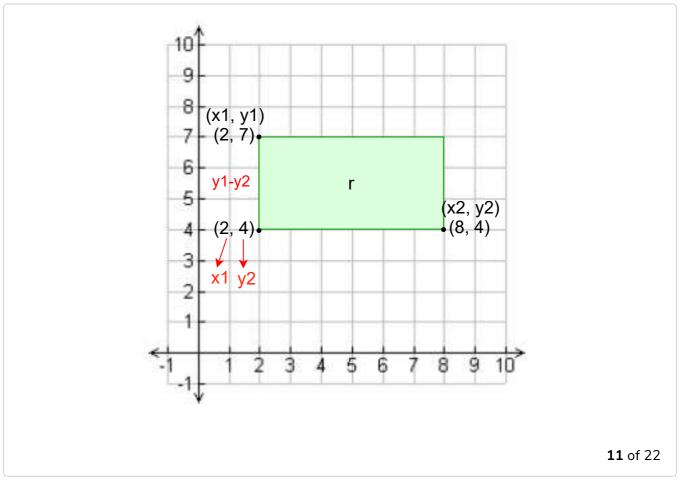
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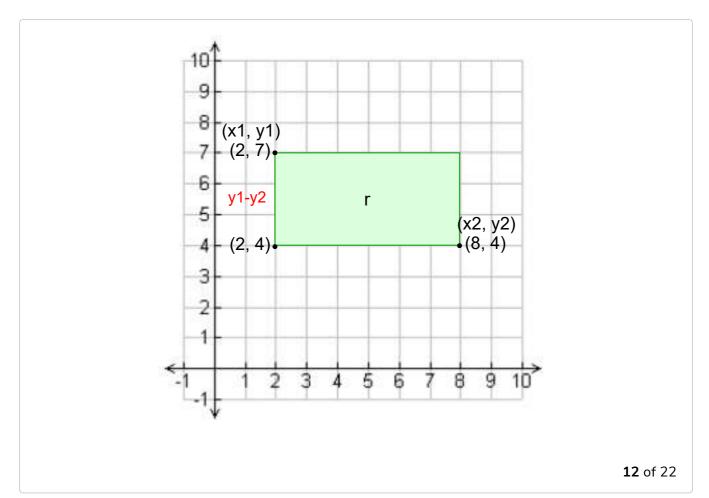


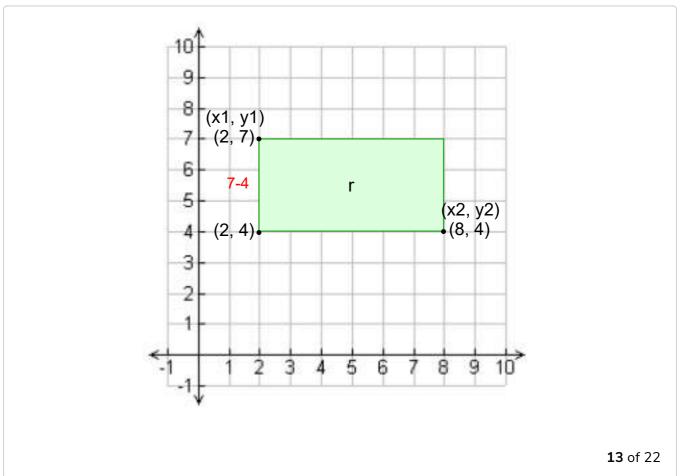


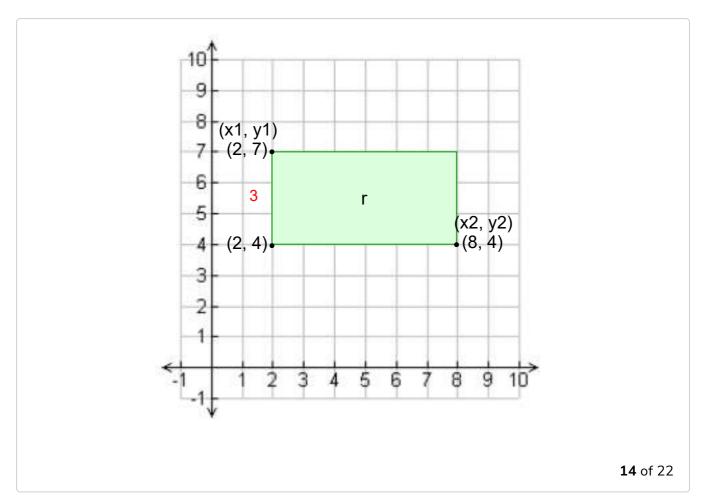


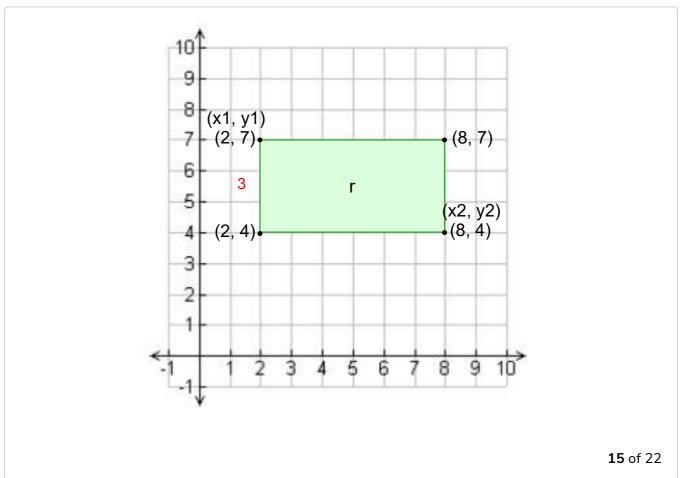


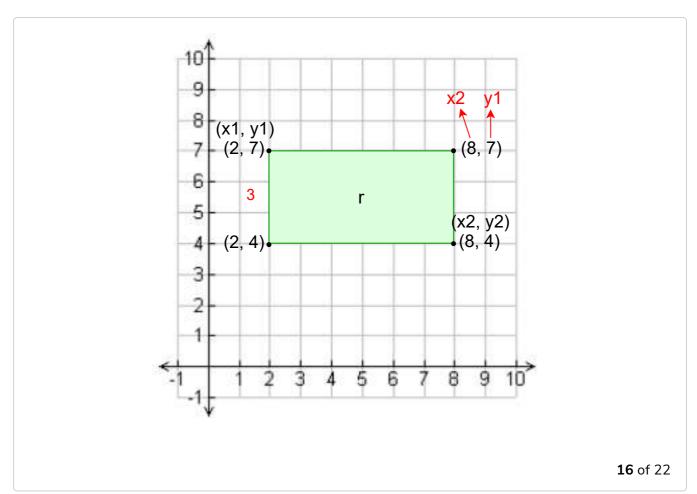


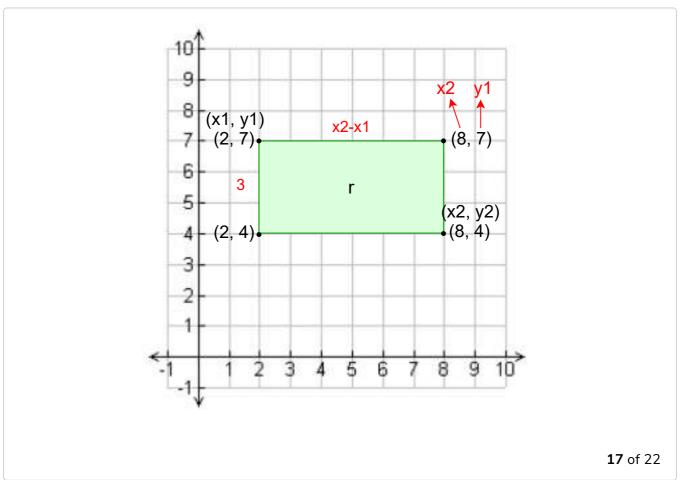


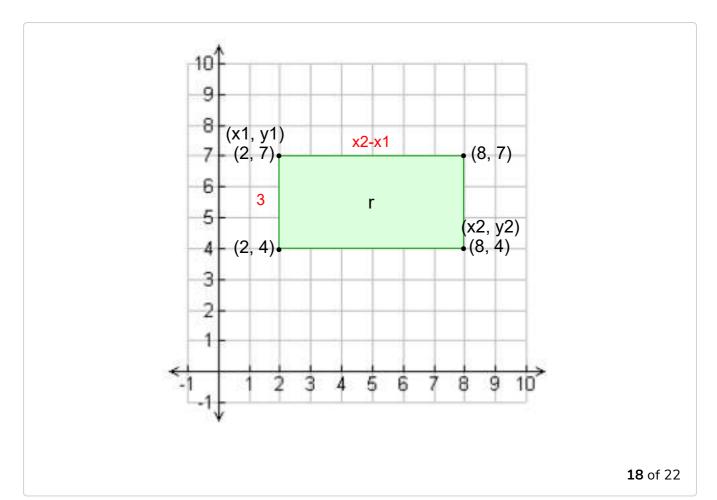


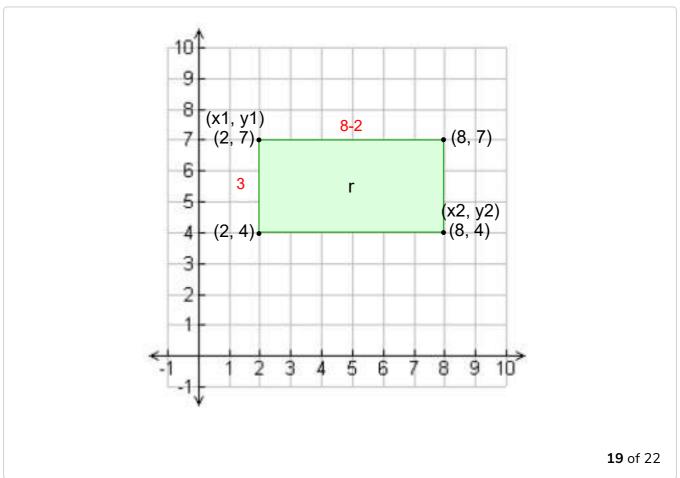


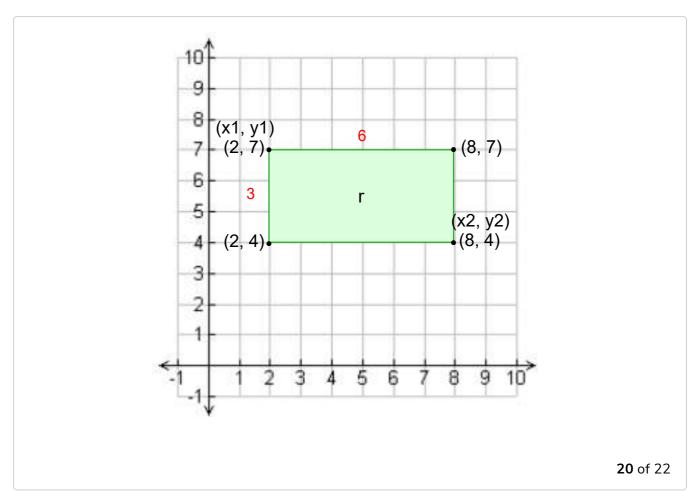


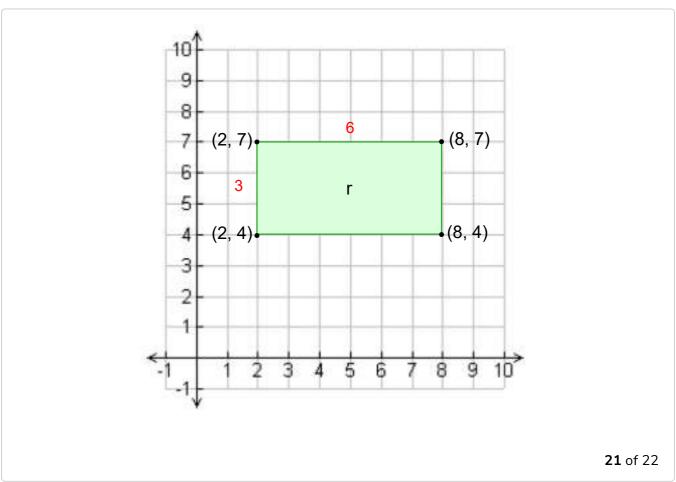


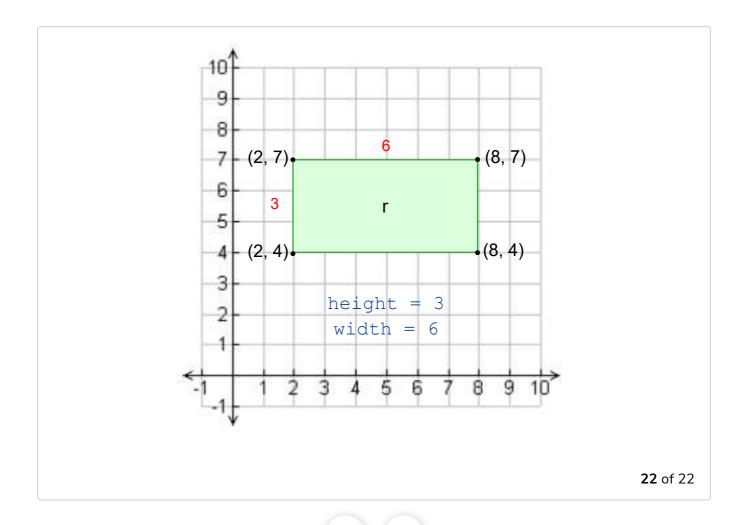












The following code illustrates the concept:

```
class Rectangle:
                                                                                       def __init__(self, x1, y1, x2, y2): # class constructor
   if x1<x2 and y1>y2:
     self.x1 = x1 # class variable
     self.y1 = y1 # class variable
     self.x2 = x2 # class variable
     self.y2 = y2 # class variable
      print("Incorrect coordinates of the rectangle!")
 def width(self):
    return self.x2-self.x1
 def height(self):
    return self.y1-self.y2
rectangle = Rectangle(2, 7, 8, 4)
print(rectangle.width())
print(rectangle.height())
```





Now, let's expand this challenge by implementing the area and perimeter
methods in the next lesson.