Challenge 1: Implement the Rectangle Class

Can you implement a rectangle class using the concepts of encapsulation? A solution is placed in the "solution" section to help you, but we suggest you try to solve it on your own first.

WE'LL COVER THE FOLLOWING ^

- Problem Statement
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Problem Statement

You are given a partially completed code of a Rectangle class in the editor. Declare two fields, length and width and implement a parameterized constructor which assigns parameters to the length and width fields of the Rectangle class. In the end, Implement the GetArea() method which calculates and returns the area of the rectangle.

Input

```
Calls the constructor by passing length and width
Calls the GetArea() method to return the area
```

Output

```
Returns the area of a rectangle
```

Sample Input

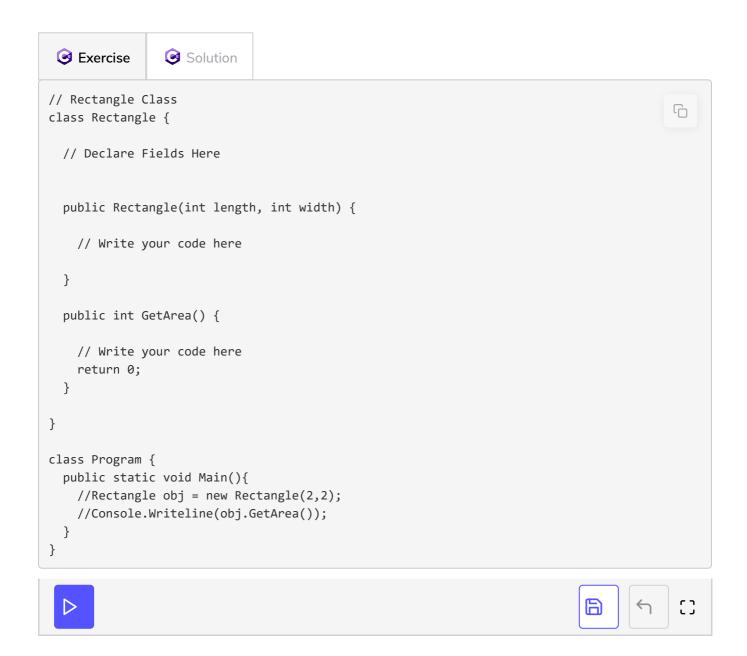
Rectangle obj = new Rectangle(2, 2);

```
GetArea(); //Returns 4
```

Coding Exercise

First, take a close look and design a step-by-step algorithm before jumping to the implementation. This problem is designed for you to practice, so try to solve it on your own. If you get stuck, you can always refer to the solution provided in the solution review.

Good luck!



The solution will be explained in the next lesson.