

To make an instance of the **Rectangle** class iterable, we can implement the **\_\_iter\_\_** method. This method allows us to define how the object should be iterated over. For a rectangle, we might want to iterate over its length and width.

```
class Rectangle:
```

```
    def __init__(self, length: int, width: int):
```

```
        self.length = length
```

```
        self.width = width
```

```
    def __iter__(self):
```

```
        # This allows us to iterate over the length and width
```

```
        return iter((self.length, self.width))
```

```
# Example of creating an instance of the Rectangle class
```

```
my_rectangle = Rectangle(5, 3)
```

```
# Now we can iterate over my_rectangle
```

```
for dimension in my_rectangle:
```

```
    print(dimension)
```