

```
1 //6. Create a program to calculate Perimeter of a
   rectangle. Perimeter of rectangle ABCD = A+B+C+D //
2 import java.util.Scanner;
3
4 public class RectanglePerimeter {
5     public static void main(String[] args) {
6         Scanner scanner = new Scanner(System.in);
7
8         System.out.print("Enter length of side A: ");
9         float A = scanner.nextFloat();
10
11         System.out.print("Enter length of side B: ");
12         float B = scanner.nextFloat();
13
14         System.out.print("Enter length of side C: ");
15         float C = scanner.nextFloat();
16
17         System.out.print("Enter length of side D: ");
18         float D = scanner.nextFloat();
19
20         float perimeter = A + B + C + D;
21
22         System.out.println("Perimeter of the
rectangle: " + perimeter);
23
24         scanner.close();
25     }
26 }
27
28
```