```java
/*
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 * Lab 2
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 *
 * As a student at Union College, I am part of a community that values intellectual effort, curiosity and discovery. I understand that in order to truly claim my educational and academic achievements, I am obligated to act with academic integrity. Therefore, I affirm that I will carry out my academic endeavors with full academic honesty, and I rely on my fellow students to do the same.
 *
 * Draw and manipulate rectangles and practice using objects and modifying those objects.
 *
 */

import CSLib.DrawingBox;
import java.awt.Rectangle;
import CSLib.OutputBox;

public class RectangleTester {

	public static void main(String[] args) {
		/*
		 * Experimenting with objects
		 */
		DrawingBox myBoard;
		myBoard = new DrawingBox();
		myBoard.setVisible(true);
		//myBoard.drawRect(320,230,120,180);

		// Using a rectangle object now:
		Rectangle myRect;
		myRect = new Rectangle(320, 230, 120, 180);
		myBoard.drawRect(myRect);

		// Growing the rectangle object
		myRect.grow(20,20);
		myBoard.drawRect(myRect);

		// Translate
		myRect.translate(280, -50);
```

```
myBoard.drawRect(myRect);

// Set location
myRect.setLocation(75, 250);
myBoard.drawRect(myRect);

// Set location and set size
myRect.setLocation(75, 50);
myRect.setSize(200, 150);
myBoard.drawRect(myRect);


/*
 * Putting it all together
 */
DrawingBox newBoard;
Rectangle Rect1;
Rectangle Rect2;

newBoard = new DrawingBox();
newBoard.setVisible(true);

Rect1 = new Rectangle(50, 180, 120, 180);
Rect2 = new Rectangle(100, 240, 150, 200);

// Draw both rectangles
newBoard.drawRect(Rect1);
newBoard.drawRect(Rect2);

// Determining if they intersect

OutputBox intersectResultBox;
intersectResultBox = new OutputBox();

if (Rect1.intersects(Rect2) == true)
{
      intersectResultBox.println("They do intersect");
}
else
{
      intersectResultBox.println("They do not intersect");
}

// Create a union box
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            Rectangle unionRect;
            unionRect = new Rectangle();
            unionRect = Rect2.union(Rect1);
            newBoard.drawRect(unionRect);

            // Proving the bounding rectangle
            if (unionRect.contains(Rect1) == true &&
unionRect.contains(Rect2) == true)
            {
                  intersectResultBox.print("The union box contains
Rectangle 1 and Rectangle 2");
            }
            else
            {
                  intersectResultBox.print("The union box does not
contain either Rectangle 1 or Rectangle 2");
            }

      }

}
```