

```
public Rectangle(int x1, int y1, int x2, int y2) {  
    this.x1 = x1;  
    this.y1 = y1;  
    this.x2 = x2;  
    this.y2 = y2;  
}  
  
public int width() {  
    return this.x2 - this.x1;  
}  
  
public int height() {  
    return this.y2 - this.y1;  
}  
  
public double area() {  
    return this.width() * this.height();  
}
```

A diagram illustrating variable references in the provided Java code. Purple circles highlight the use of 'this' in the constructor and 'this.x1' in the width() method. Red circles highlight the use of 'this.x2' in the constructor and 'this.x1' in the width() method. Red lines connect the purple 'this' in the constructor to the red 'this.x2', and the purple 'this.x1' in the width() method to the red 'this.x1'. A yellow circle is located below the height() method.