

```
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();  
}
```

The diagram illustrates the resolution of the 'this' keyword in the provided Java code. Orange circles represent 'this' references, and purple circles represent local variables. Lines connect the 'this' references to the local variables they resolve to.

- `this.x1` and `this.y1` in the constructor resolve to the local variables `x1` and `y1`.
- `this.x2` and `this.y2` in the constructor resolve to the local variables `x2` and `y2`.
- `this.x2` and `this.x1` in the `width()` method resolve to the local variables `x2` and `x1`.
- `this.y2` and `this.y1` in the `height()` method resolve to the local variables `y2` and `y1`.
- `this.width()` and `this.height()` in the `area()` method resolve to the `width()` and `height()` methods of the same class.