1. Implement below Program using Java Concepts

a. Create a class name as Rectangle\_Demo

b. Create float variables length and width

c. Create Setter and Getter methods to get Length and Width values

d. Create getArea() method to calculate area

e. Create getPerimeter() method to calculate perimeter

Code:  
A screenshot of a computer

Description automatically generated

**public** **class** Rectangle\_Demo {

// Instance variables

**private** **float** length;

**private** **float** width;

// Setter method for length

**public** **void** setLength(**float** length) {

**this**.length = length;

}

// Getter method for length

**public** **float** getLength() {

**return** length;

}

// Setter method for width

**public** **void** setWidth(**float** width) {

**this**.width = width;

}

// Getter method for width

**public** **float** getWidth() {

**return** width;

}

// Method to calculate and return the area

**public** **float** getArea() {

**return** length \* width;

}

// Method to calculate and return the perimeter

**public** **float** getPerimeter() {

**return** 2 \* (length + width);

}

// Main method for testing the class

**public** **static** **void** main(String[] args) {

// Create an instance of Rectangle\_Demo

Rectangle\_Demo rectangle = **new** Rectangle\_Demo();

// Set length and width using setter methods

rectangle.setLength(5.0f);

rectangle.setWidth(3.0f);

// Get and print length and width using getter methods

System.***out***.println("Length: " + rectangle.getLength());

System.***out***.println("Width: " + rectangle.getWidth());

// Calculate and print area and perimeter

System.***out***.println("Area: " + rectangle.getArea());

System.***out***.println("Perimeter: " + rectangle.getPerimeter());

}

}