

DanielAssignment1Rectangle

+ width : double
+ height : double

+ DanielAssignment1Rectangle()
+ DanielAssignment1Rectangle(customWidth : double, customHeight : double)
+ getArea() : double
+ getPerimeter() : double

instance of

r2: DanielAssignment1Rectangle

+ width = 3.5
+ height = 35.9

instance of

r1: DanielAssignment1Rectangle

+ width = 4
+ height = 40