

Rectangle class

Note the use of – for private and + for public attributes.

Rectangle
-width: double
-length: double
-area: double
-perimeter: double
Rectangle()
Rectangle(newWidth: double, newLength: double)
+setWidth(newWidth: double): void
+setLength(newLength: double): void
+setArea(): void

+setPerimeter(): void

+getWidth(): double

+getLength(): double

+getArea(): double

+getPerimeter(): double

+toString(): String