**/\* Program No. :**

**Aim : WAP to find the area of a rectangle using class and object.**

**\*/**

class Rectangle

{

float x,y;

Rectangle(float x, float y)

{

this.x = x;

this.y = y;

System.out.println("Dimension 1 : " + x);

System.out.println("Dimension 2 : " + y);

}

float Area()

{

return(x\*y);

}

}

public class Program09

{

public static void main(String[] args)

{

System.out.println();

Rectangle rect = new Rectangle(Float.parseFloat(args[0]), Float.parseFloat(args[1]));

System.out.println("\nArea of Rectangle is : " + rect.Area());

}

}

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**\*/**