

```
1:
2: <script>
3: function makeSquare(leftX,leftY,rightX,rightY) {
4:     var willReturn = {
5:         //property
6:         leftX:leftX,
7:         leftY:leftY,
8:         rightX:rightX,
9:         rightY:rightY,
10:        //method
11:        getRound: function (){
12:            return (Math.abs(leftX - rightX) * 2) + (Math.abs(leftY - rightY) *
2);
13:        },
14:        getArea: function (){
15:            return Math.abs(leftX - rightX) * Math.abs(leftY - rightY);
16:        },
17:        toString: function (){
18:            return "Area: (" +leftX+", "+leftY+") to (" +rightX+", "+rightY+") = " +
this.getArea() + "\n"
19:            + "Circumstance(" +leftX+", "+leftY+") to (" +rightX+", "+rightY+") = " +
this.getRound() + "\n\n";
20:        }
21:    };
22:    return willReturn;
23: }
24:
25: var square = [];
26: square.push(makeSquare(100,200,150,250));
27: square.push(makeSquare(50,50,100,400));
28: square.push(makeSquare(45,100,10,50));
29:
30: var output = "Area and Circumstance\n\n";
31:
32: for(var i in square){
33:     output += square[i].toString();
34: }
35: alert(output);
36:
37:
38: </script>
```