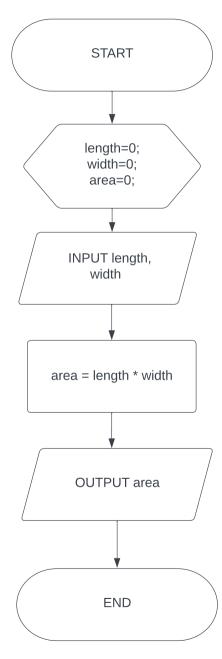
## Compute for the area of the rectangle



Step 1. Start

Step 2. Initialize length=0, width=0, area=0

Step 3. Input length, width

Step 4. Compute for the area of the rectangle: area = length \* width

Step 5. Output area

Step 6. End