33. Write a Java program to create a class called Rectangle with private instance variables length and width. Provide public getter and setter methods to access and modify these variables.

Length: 6.7
Width: 12.0

```java
public class Rectangle {
    private double length;
    private double width;

    public Rectangle(double length, double width) {
        this.length = length;
        this.width = width;
    }

    public double getLength() {
        return length;
    }

    public void setLength(double length) {
        this.length = length;
    }

    public double getWidth() {
        return width;
    }

    public void setWidth(double width) {
        this.width = width;
    }


    public double calculateArea() {
        return length * width;
    }

    public static void main(String[] args) {

        Rectangle rectangle = new Rectangle(6.7, 12.0);

        System.out.println("Modified Length: " + rectangle.getLength());
        System.out.println("Modified Width: " + rectangle.getWidth());
        System.out.println("Area: " + rectangle.calculateArea());
    }
}
```