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

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());

}

}