**PRACTICAL-14**

**AIM:** Write a program to print the area of a rectangle by creating a class named 'Area' taking the values of its length and breadth as parameters of its constructor and having a method named 'returnArea' which returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.

**CODE:**

public class pr14 {

    double length;

    double breadth;

    public pr14(double len, double brd) {

        this.length = len;

        this.breadth = brd;

    }

    public double returnArea() {

        return length \* breadth;

    }

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the length of the rectangle: ");

        double length = scanner.nextDouble();

        System.out.print("Enter the breadth of the rectangle: ");

        double breadth = scanner.nextDouble();

        pr14 rectangle = new pr14(length, breadth);

        System.out.println("The area of the rectangle is: " + rectangle.returnArea());

        scanner.close();

        System.out.println("23DIT044-Heli Patel");

    }

}

**OUTPUT:**

