**Exercise 1: User Defined Library.**

**Aim: Create a library in Rust to define a function for calculating rectangle are named as “calculate\_area”.**

It should be used as per the following scrererio.

use rectangle\_area\_lib::calculate\_area;

fn main() {

let width = 5.0;

let height = 10.0;

let area = calculate\_area(width, height);

println!("The area of the rectangle is: {}", area);

}