// Rectangle class definition

public class Rectangle {

// instance variables

private int length;

private int width;

// constructor method for creating Rectangle objects;

// instance variables are set here using the values passed as arguments

public Rectangle(int len, int wid) {

length = len;

width = wid;

}

// method that calculates and prints area

public void printArea() {

int area = length \* width;

System.*out*.println("My area is " + area);

}

}