public class RectangleRunner {

public static void main(String[] args) {

// creating one instance/object from the Rectangle class "blueprint"

Rectangle rect1 = new Rectangle(5, 6);

rect1.printArea(); // calling a method on the object

// creating ANOTHER instance/object from the Rectangle class

Rectangle rect2 = new Rectangle(10, 8);

rect2.printArea(); // calling a method on the object

}

}