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

}

}

// note that it isn't necessary to import Rectangle here

// because the source file is in the same directory!

// 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);

}

}

// note: no main method in this class because we aren't "executing" this class

// but rather using it as a blueprint to create objects that we can

// use inside a main method in another class!