// 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 returns area

public int calculateArea() {

return length \* width;

}

// method that calculates and prints area

public void printArea() {

int area = length \* width;

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

}

// method that calculates and returns volume

// of a box with length, width, and height

public double calculateBoxVolume(double height) {

return length \* width \* height;

}

// method that calculates and prints volume

// of a box with length, width, and height

public void printBoxVolume(double height) {

double volume = length \* width \* height;

System.*out*.println("The volume is: " + volume);

}

}