public class Rectangle {

// instance variables

private int length;

private int width;

// constructor to create a Rectangle object with a particular width and length

public Rectangle(int length, int width) {

this.length = length;

this.width = width;

}

// constructor to create a Rectangle object with equal width and length (a square)

public Rectangle(int side) {

length = side;

width = side;

}

// "no-argument" constructor which creates a Rectangle object with default values

public Rectangle() {

length = 100;

width = 50;

}

// "getter" method that returns the length of the Rectangle

public int getLength() {

return length;

}

// "setter" methods that sets the length of the Rectangle to a new length

public void setLength(int newLength) {

length = newLength;

}

// "getter" method that returns the width of the Rectangle

public int getWidth() {

return width;

}

// "setter" methods that sets the width of the Rectangle to a new width

public void setWidth(int newWidth) {

width = newWidth;

}

// calculates and returns the area of the Rectangle

public int calculateArea() {

return width \* length;

}

}