

Lab Goal : This lab was designed to teach you how to instantiate an object, pass parameters, calculate values, and display the results.

Lab Description : Calculate the perimeter of a rectangle. The formula for the perimeter of a rectangle is :: $P = 2L + 2W$

Sample Data:

```
2 6
12 5
131 75
20 25
9 256
36 72
```

Files Needed ::

```
Rectangle.java
RectangleRunner.java
```

Sample Output :

```
The perimeter is :: 16
```

```
The perimeter is :: 34
```

```
The perimeter is :: 412
```

```
The perimeter is :: 90
```

```
The perimeter is :: 530
```

```
The perimeter is :: 216
```