

Rectangle Area



Create two classes:

Rectangle

The *Rectangle* class should have two data fields- *width* and *height* of *int* types. The class should have *display()* method, to print the *width* and *height* of the rectangle separated by space.

RectangleArea

The *RectangleArea* class is derived from *Rectangle* class, i.e., it is the sub-class of *Rectangle* class. The class should have *read_input()* method, to read the values of *width* and *height* of the rectangle. The *RectangleArea* class should also overload the *display()* method to print the area (***width* × *height***) of the rectangle.

Input Format

The first and only line of input contains two space separated integers denoting the width and height of the rectangle.

Constraints

- $1 \leq \text{width}, \text{height} \leq 100$

Output Format

The output should consist of exactly two lines:

In the first line, print the *width* and *height* of the rectangle separated by space.

In the second line, print the *area* of the rectangle.

Sample Input

```
10 5
```

Sample Output

```
10 5
50
```

Explanation

As, **width** = 10 and **height** = 5, so **area** = **width** × **height** = 50