Day 4: Create a Rectangle Object

Objective

In this challenge, we practice creating objects. Check out the attached tutorial for more details.

Task

Complete the function in the editor. It has two parameters: a and b. It must return an object modeling a rectangle that has the following properties:

- $length$: This value is equal to a.

- $width$: This value is equal to b.

- $perimeter$: This value is equal to $2 \cdot (a + b)$

- $area$: This value is equal to $a \cdot b$

Note: The names of the object's properties *must* be spelled correctly to pass this challenge.

Input Format

The first line contains an integer denoting a.
The second line contains an integer denoting b.

Constraints

- $1 \le a, b \le 100$

Output Format

Return a object that has the properties specified above. Locked code in the editor prints the returned object's $length$, $width$, $perimeter$, and $area$ to STDOUT.

Sample Input 0

```
4
5
```

Sample Output 0

```
4
5
18
20
```

Explanation 0

Given a $length$ of $a = 4$ and a $width$ of $b = 5$, the *Rectangle* object's $perimeter$ is $4 + 4 + 5 + 5 = 18$ and its $area$ is $4 \cdot 5 = 20$.