|  |
| --- |
| Rectangle |
| -length; <void>  -width; <void> |
| +Rectangle(); constructor  +Rectangle(float, float); constructor  +SetLength(float); <void>  +SetWidth(float); <void>  +GetLength(); <float>  +GetWidth(); <float>  +Perimeter(); <float>  +Area(); <float>  +DisplayRectangle(); <void> |