**OOP Lab01 – Rectangle**

The goal of this lab isto create a viable Rectangle class. The Rectangle class will model a rectangle, which is quite simple – it has 2 fields (instance variables): length and width.

This lab is a code-along. Follow along with this video. Code what I code while you are watching. <https://youtu.be/nHeStZcVLgY>

You can copy/paste this outline into your runner.

//Construct r1, a default rectangle object.

//Print the length and width of r1.

//Print the area of r1.

//Change the width of r1 to 2.

//Change the length of r1 to 8.

//Print the new area of r1.

//Draw r1 with ASCII art (character symbols)

//Construct r2, a new (3 x 3) rectangle object (now you have 2)

//Print the perimeter of r2.

//With 1 method call, change r2 into a 4 by 4 rectangle.

//Draw r2 with ASCII art (character symbols)

//Draw r1 again, to make sure it hasn't changed any!

**When the video is done**, add some code into your runner. Change the sizes of r1 and r2, then make a third Rectangle called r3. Use the drawRectangle() method of the 3 objects to make this image (You’ll have to call drawRectangle() a total of 5 times.)

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