# Creating methods that uses the Rectangle class

Code the Rectangle class and then competed the following programming tasks:

Write the following static methods in your Program class:

**Name**: DescribeRectangle

**Returns**: void

**Argument**: Rectangle object

**Action**: Displays the width and length of the Rectangle object

**Name**: CalculateAndDisplayArea

**Returns**: void

**Argument**: Rectangle object

**Action**: Calculate and display the area of the rectangle object represented by the parameter

**Name**: CreateRectangle

**Returns**: A Rectangle object

**Argument**: int representing the width, int representing the length

**Action**: Create a Rectangle object, set the width and length as specified by the arguments and then return the object created

In your main method write the code to do the following:

1. Create a rectangle of size 4X5 (use the third method) and assign it to a object reference called smallRectangle. You must use the CreateRectangle() method for this.
2. Call the DescribeRectangle() method with argument smallRectangle to make sure that the object was created correctly.
3. Call the CalculateAndDisplayArea() method with argument smallRectangle to verify that the method works correctly.