454. Rectangle Area

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Implement a Rectangleclass which include the following attributes and methods:

1. Two public attributes width and height.
2. A constructor which expects two parameters *width*and *height* of type int.
3. A method getArea which would calculate the size of the rectangle and return.

Have you met this question in a real interview?

Yes

**Example**

Java:

Rectangle rec = new Rectangle(3, 4);

rec.getArea(); // should get 12

Python:

rec = Rectangle(3, 4)

rec.getArea()

<http://lintcode.com/en/problem/rectangle-area/#>

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\*/

package javaapplication1;

import java.util.\*;

/\*\*

\*

\* @author Usuario

\*/

class Rectangle {

/\*

\* Define two public attributes width and height of type int.

\*/

// write your code here

int width, height;

/\*

\* Define a constructor which expects two parameters width and height here.

\*/

// write your code here

public Rectangle(int width, int height) {

this.width = width;

this.height = height;

}

/\*

\* Define a public method `getArea` which can calculate the area of the

\* rectangle and return.

\*/

// write your code here

int getArea() {

return width \* height;

}

}

public class JavaApplication1 {

public static void main(String[] args) {

// TODO code application logic here

Rectangle r = new Rectangle(3,4);

System.out.println(r.getArea());

}

}