

# Problem 492: Construct the Rectangle

## Problem Information

**Difficulty:** Easy

**Acceptance Rate:** 62.34%

**Paid Only:** No

**Tags:** Math

## Problem Description

A web developer needs to know how to design a web page's size. So, given a specific rectangular web page's area, your job by now is to design a rectangular web page, whose length L and width W satisfy the following requirements:

1. The area of the rectangular web page you designed must equal to the given target area.
2. The width `W` should not be larger than the length `L`, which means  $L \geq W$ .
3. The difference between length `L` and width `W` should be as small as possible.

Return \_an array`[L, W]` where `L` and `W` are the length and width of the web page you designed in sequence.\_

**Example 1:**

**Input:** area = 4 **Output:** [2,2] **Explanation:** The target area is 4, and all the possible ways to construct it are [1,4], [2,2], [4,1]. But according to requirement 2, [1,4] is illegal; according to requirement 3, [4,1] is not optimal compared to [2,2]. So the length L is 2, and the width W is 2.

**Example 2:**

**Input:** area = 37 **Output:** [37,1]

**Example 3:**

**Input:** area = 122122 **Output:** [427,286]

**\*\*Constraints:\*\***

\* `1 <= area <= 10<sup>7</sup>`

## Code Snippets

### C++:

```
class Solution {  
public:  
vector<int> constructRectangle(int area) {  
  
}  
};
```

### Java:

```
class Solution {  
public int[] constructRectangle(int area) {  
  
}  
}
```

### Python3:

```
class Solution:  
def constructRectangle(self, area: int) -> List[int]:
```