

Define a **Rectangle** class with a constructor that takes two parameters for the **width and height**, and **methods** for calculating the area and **perimeter** of the rectangle.

Then, define a **Square** class that **extends** Rectangle and has a constructor that takes a single parameter for the side length.

Implement the Square class such that it **reuses(hint: use super)** the Rectangle constructor and inherits the `getArea()` and `getPerimeter()` methods from Rectangle.

Finally, create instances of both Rectangle and Square in a Main class, and call the `getArea()` and `getPerimeter()` methods on each object.