Create a class called **Rectangle** with two private fields: **length** and **width**. Add a constructor that takes two arguments, one for **length** and one for **width**, and sets the corresponding fields.

Next, add a method called **GetArea()** that returns the area of the rectangle (which is simply **length \* width**). Add another method called **GetPerimeter()** that returns the perimeter of the rectangle (which is **2 \* (length + width)**).

Finally, create a program that creates an instance of the **Rectangle** class, prompts the user for values of **length** and **width**, and then displays the area and perimeter of the rectangle.