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\* Class:RectangleIntersection ExP.2.4 Pg.60 Author: Yin Linhai

\* Version:001Date:Sept 5, 2013

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\* A program that creates a rectangle based on the intersection of two rectangles and then prints all the rectangles out.

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\* Course:Computer Science 201Teacher:Mr Blakey

\* School:Sir Winston Churchill High School, Calgary, Alberta, Canada

\* Language: Java SE 7.0Target Operating System: Java Virtual Machine

\* System:Intel Celeron 3GHz running under Windows 7 IDE: Eclipse 4.2

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**package** Exercises;

**import** java.awt.Rectangle;

**public** **class** RectangleIntersection {

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\* **@param** args

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**public** **static** **void** main(String[] args) {

Rectangle r1 = **new** Rectangle(0, 0, 10, 20);

Rectangle r2 = **new** Rectangle(0, 0, 20, 10);

Rectangle r3 = r1.intersection(r2);

System.*out*.println(r1 +"\n" + r2 + "\n" + r3);

}

}