```
class Rect:
        def_init_(self,l2,w2):
                self.l=l2
                self.w=w2
        def RectArea(self):
                self.a=self.l * self.w
                print("Area of Rectangle:", self.a)
        def RectPer(self):
                self.p=2*(self.l + self.w)
                print("Perimeter of Rectangle:", self.p)
#main body
l1=int(input("Enter  Length:"))
w1=int(input("Enter Width:"))
Obj=Rect(l1,w1)
Obj.RectArea()
Obj.RectPer()
```

```
import tkinter as tk

def add_item():
   item = entry.get()
   if item:
      listbox.insert(tk.END, item)
      entry.delete(0, tk.END)

def print_selected():
   selected_items = listbox.curselection()
   for index in selected_items:
      print(listbox.get(index))

def delete_selected():
   selected_items = listbox.curselection()
   for index in selected_items:
      listbox.delete(index)

# Create the main window

root = tk.Tk()
root.title("Listbox Example")

# Create a listbox widget
listbox = tk.Listbox(root, selectmode=tk.MULTIPLE)
listbox.pack(padx=10, pady=10)

# Create an entry widget to add items
entry = tk.Entry(root)
entry.pack(padx=10, pady=5)

# Create buttons
```

```
add_button = tk.Button(root, text="Add", command=add_item)
add_button.pack(padx=10, pady=5)

print_button = tk.Button(root, text="Print Selected", command=print_selected)
print_button.pack(padx=10, pady=5)

delete_button = tk.Button(root, text="Delete Selected", command=delete_selected)
delete_button.pack(padx=10, pady=5)

# Start the main event loop
root.mainloop()
```