

```
class Rectangle:

    def __init__(self, length, width):

        self.length = length

        self.width = width


    def compute_area(self):

        area = self.length * self.width

        return area


    def compute_perimeter(self):

        perimeter = 2 * (self.length + self.width)

        return perimeter


# Example usage:

if __name__ == "__main__":

    # Creating an instance of the Rectangle class with length 4 and width 5

    rectangle_instance = Rectangle(4, 5)


    # Computing and displaying the area and perimeter

    area_result = rectangle_instance.compute_area()

    perimeter_result = rectangle_instance.compute_perimeter()


    print(f"Rectangle with length {rectangle_instance.length} and width {rectangle_instance.width}:")

    print(f"Area: {area_result}")

    print(f"Perimeter: {perimeter_result}")
```

```
# Original tuple
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```
original_tuple = (('333', '33'), ('1416', '55'))
```

```
# Convert string values to integers
```

```
new_tuple = tuple(tuple(int(value) for value in inner_tuple) for inner_tuple in original_tuple)
```

```
# Display the result
```

```
print(f"Original tuple values: {original_tuple}")
```

```
print(f"New tuple values: {new_tuple}")
```