**Assignment on Constructor and methods**

1. Create a **Rectangle** class with the following properties:

**double width**

**double height**

1. Generate a constructor that takes **width** and **height** as parameters and initializes the corresponding properties.
2. Generate getters and setters for the **width** and **height** properties of the **Rectangle** class.
3. Add the following methods to the **Rectangle** class:

* **double area()** - Calculates and returns the area of the rectangle.
* **double perimeter()** - Calculates and returns the perimeter of the rectangle.
* **String isSquare()** - Determines whether the rectangle is a square or not, and returns a string indicating the result ("Square" or "Rectangle").

1. In the **Main** class, create a new **Rectangle** object with the following properties:

* **width** = 5.0
* **height** = 5.0

1. Print the area, perimeter, and whether the rectangle is a square or not to the console using the methods defined in the **Rectangle** class.
2. Create a new **Rectangle** object with different properties and repeat step 6.
3. Bonus: Add validation to the **Rectangle** constructor to ensure that the **width** and **height** parameters are greater than zero. If either of these conditions are not met, throw an exception with a helpful error message.

This assignment will help you practice creating and working with constructors and methods in Groovy. By creating a **Rectangle** class with methods to calculate its area, perimeter, and whether it is a square or not, you will learn how to use methods to perform calculations and return values based on object properties. Additionally, the bonus task of adding validation to the constructor allows students to practice error handling and input validation, which are important skills in any programming language.