**CSC 1302: PRINCIPLES OF COMPUTER SCIENCE II**

**Lab 3**

**How to Submit**

Please submit your answers to the lab instructor once you have completed.

Failure to submit will result in a **ZERO FOR THIS LAB. NO EXCEPTIONS**.

Write a Java class called ***Rectangle*** that represents a rectangular, two-dimensional region. In this lab you learn overriding a system method. Your ***Rectangle*** objects should have following methods:

public void setFields(int newx, int newy, int newwidth, int newheight)

Set the values for the fields in the ***Rectangle*** objects whose top-left corner is specified by the given x and y coordinates and by the width and height.

public int getHeight()

Returns the Rectangle’s height.

public int getWidth()

Returns the Rectangle’s width.

public int getX()

Returns the Rectangle’s x-coordinate

public int getY()

Returns the Rectangle’s y-coordinate

public String toString()

Returns a String representation of this Rectangle, such as “Rectangle [x=2, y=13, height=14, width=5] Area is 70.”

Write a client program called ***RectangleClient*** that creates objects of the ***Rectangle*** class called rect1 and rect2. Assign values to the fields of these objects. Print out these ***Rectangle*** objects using System.out.println() method.