**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. 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]”

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.