Assignment 01

**package** drawings;

**public** **class** Rectangle {

**private** **int** length;

**private** **int** width;

// Constructor

**public** Rectangle(**int** length, **int** width) {

**this**.length = length;

**this**.width = width;

}

// Method to calculate area

**public** **int** getArea() {

**return** length \* width;

}

}

**import** java.util.Random;

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Random random = **new** Random();

// Generate random length and width between 1 and 20 for Rectangle1

**int** length1 = random.nextInt(20) + 1;

**int** width1 = random.nextInt(20) + 1;

// Generate random length and width between 1 and 20 for Rectangle2

**int** length2 = random.nextInt(20) + 1;

**int** width2 = random.nextInt(20) + 1;

// Create two Rectangle objects with random dimensions

Rectangle rectangle1 = **new** Rectangle(length1, width1);

Rectangle rectangle2 = **new** Rectangle(length2, width2);

// Calculate area of each rectangle

**int** area1 = rectangle1.getArea();

**int** area2 = rectangle2.getArea();

// Print the dimensions and area of each rectangle

System.***out***.println("Rectangle1 - Length: " + length1 + ", Width: " + width1 + ", Area: " + area1);

System.***out***.println("Rectangle2 - Length: " + length2 + ", Width: " + width2 + ", Area: " + area2);

// Compare the two areas using relational operators

**if** (area1 > area2) {

System.***out***.println("Rectangle1 > Rectangle2");

} **else** **if** (area1 < area2) {

System.***out***.println("Rectangle1 < Rectangle2");

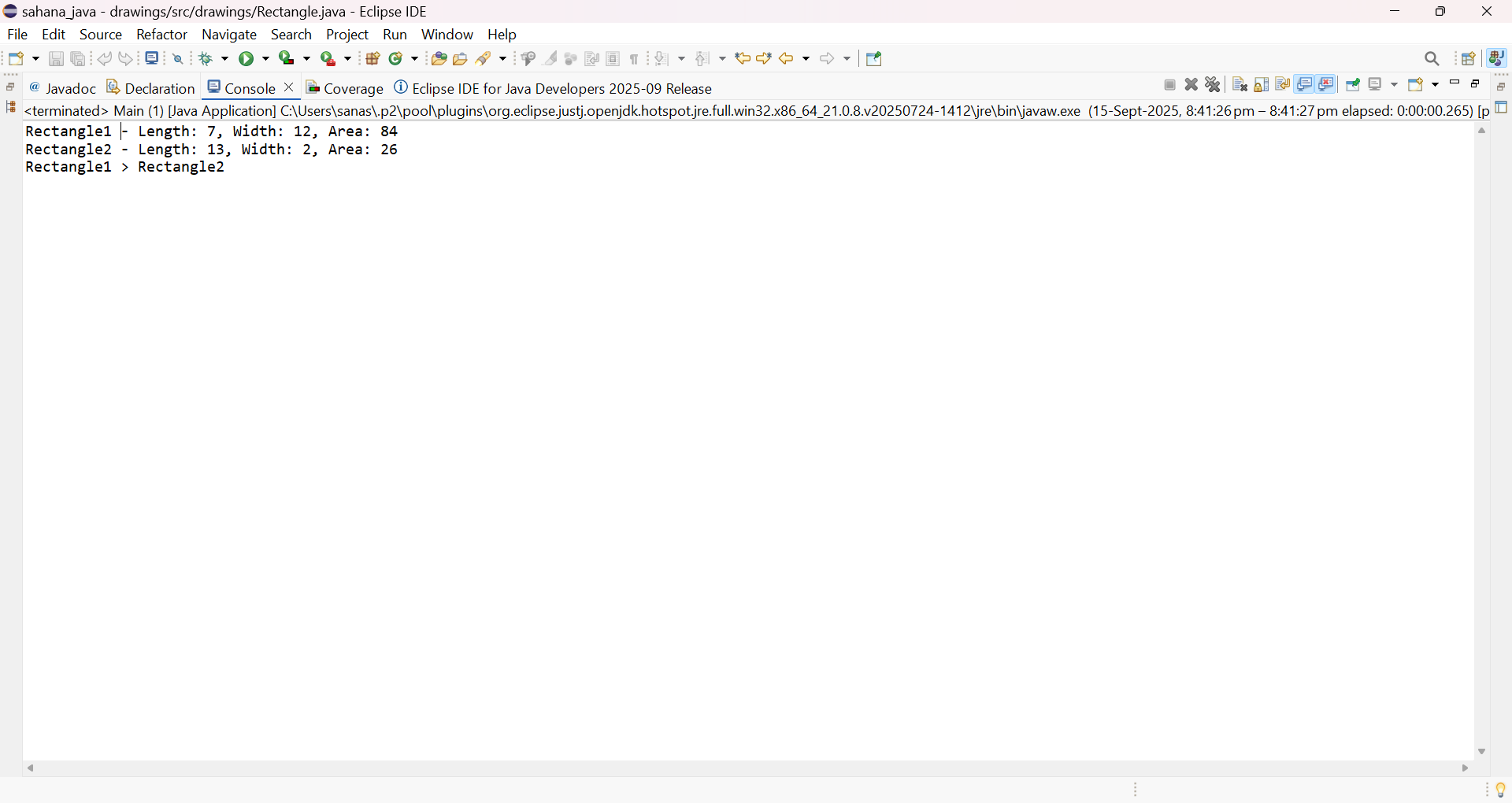
} **else** {

System.***out***.println("They are equal");

}

}

Output :

}