package rectangle;

import java.awt.Rectangle;

import java.awt.Shape;

import java.awt.geom.AffineTransform;

import java.awt.geom.PathIterator;

import java.awt.geom.Point2D;

import java.awt.geom.Rectangle2D;

public class Rect implements Shape {

private double l;

private double b;

public Rect(double l,double b){

// this.l=l; this.b=b; whether this code is present or not it doesnt matter

}

public void area(){

System.out.println("Rectangle area:" +(l\*b));

}

public void perimeter(){

System.out.println("Rectangle perimeter:" +(2\*(l+b)));

}

public void printLB(){

System.out.println("l:"+l);

System.out.println("b:"+b);

}

@Override

public boolean contains(Point2D arg0) {

// TODO Auto-generated method stub

return false;

}

@Override

public boolean contains(Rectangle2D arg0) {

// TODO Auto-generated method stub

return false;

}

@Override

public boolean contains(double arg0, double arg1) {

// TODO Auto-generated method stub

return false;

}

@Override

public boolean contains(double arg0, double arg1, double arg2,

double arg3) {

// TODO Auto-generated method stub

return false;

}

@Override

public Rectangle getBounds() {

// TODO Auto-generated method stub

return null;

}

@Override

public Rectangle2D getBounds2D() {

// TODO Auto-generated method stub

return null;

}

@Override

public PathIterator getPathIterator(AffineTransform arg0) {

// TODO Auto-generated method stub

return null;

}

@Override

public PathIterator getPathIterator(AffineTransform arg0, double arg1) {

// TODO Auto-generated method stub

return null;

}

@Override

public boolean intersects(Rectangle2D arg0) {

// TODO Auto-generated method stub

return false;

}

@Override

public boolean intersects(double arg0, double arg1, double arg2,

double arg3) {

// TODO Auto-generated method stub

return false;

}

}

**package** rectangle;

**public** **class** RP{

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

System.***out***.println("hello world");

Rect a= **new** Rect(10,20);

a.area();

a.perimeter();

a.printLB();

}

}

**package** rectangle;

**public** **interface** Shape{

**void** area();

**void** perimeter();

}