Module main ()

//Creating object/instance of rectangle1

Rectangle rectangle1 = new Rectangle()

//Call getArea() method and getPerimeter() method and display

Display "The area of rectangle 1 is " + rectangle1.getArea() + ", and the perimeter is " +rectangle1.getPerimeter()

//Creating object/instance of rectangle2

Rectangle rectangle2 = new Rectangle(2, 3)

//Call getArea() method and getPerimeter() method and display

Display "The area of rectangle 2 is " + rectangle2.getArea() + ", and the perimeter is " +rectangle2.getPerimeter()

End Module main

//Rectangle Class

Class Rectangle {

//Two data fields of the rectangle class

Double width = 1

Double height = 1

//Default/no-arg constructor

//Constructs a rectangle with a width and height of 1

Rectangle() {

width = 1

height = 1

}

//Constructs a rectangle with a specified width and height

Rectangle(Double newWidth, Double newHeight) {

width = newWidth

height = newHeight

}

//Method to get the area of the rectangle

Double getArea() {

Return (width \* height)

}

//Method to get the perimeter of the rectangle

Double getPerimeter() {

Return (width \* 2) + (height \* 2)

}

} End Class Rectangle