

JAVA3 -SDL JAVA Assignment No. 3

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Class: DSY BTech

Div: D

Roll No.242

Program:

```
import java.util.*;
```

```
public class Area
```

```
{
```

```
    public float x,y;
```

```
    void setDim(float length, float breadth)
```

```
    {
```

```
        x = length;
```

```
        y = breadth;
```

```
        System.out.println("Length of Rectangle is :"+x);
```

```
        System.out.println("Breadth of Rectangle is :"+y);
```

```
    }
```

```
    float getArea()
```

```
    {
```

```
        return x*y;
```

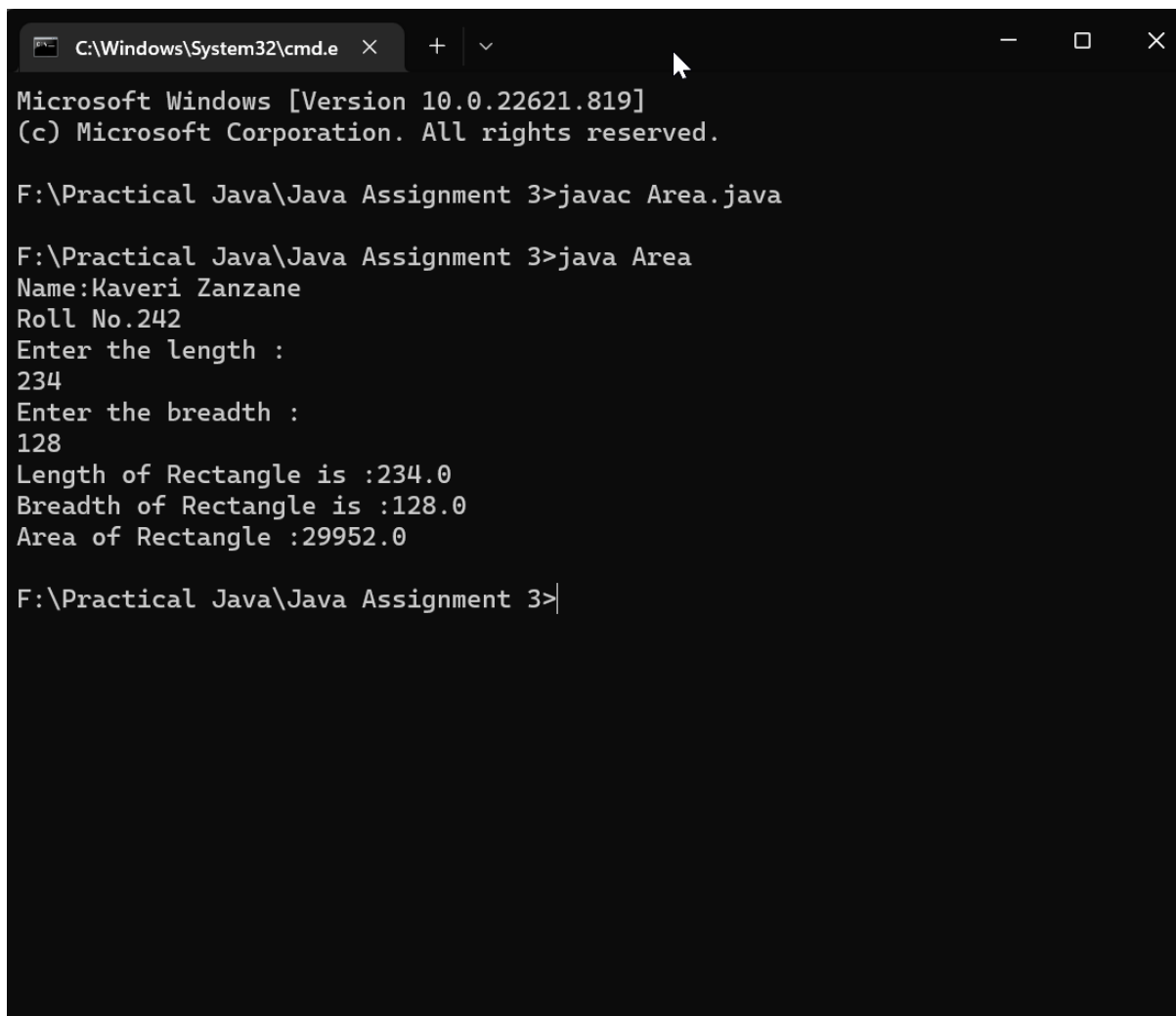
```
    }
```

```
public static void main(String args[])
{
    System.out.println("Name:Kaveri Zanzane \nRoll No.242");
    Scanner sc = new Scanner(System.in);
    float x,y;
    System.out.println("Enter the length : ");
    x = sc.nextFloat();
    System.out.println("Enter the breadth : ");
    y = sc.nextFloat();

    Area rect=new Area();
    rect.setDim(x,y);

    System.out.println("Area of Rectangle :"+rect.getArea());
}
}
```

Output:



```
C:\Windows\System32\cmd.e × + ∨
Microsoft Windows [Version 10.0.22621.819]
(c) Microsoft Corporation. All rights reserved.

F:\Practical Java\Java Assignment 3>javac Area.java

F:\Practical Java\Java Assignment 3>java Area
Name:Kaveri Zanzane
Roll No.242
Enter the length :
234
Enter the breadth :
128
Length of Rectangle is :234.0
Breadth of Rectangle is :128.0
Area of Rectangle :29952.0

F:\Practical Java\Java Assignment 3>|
```