**Lab 3\_Practice problem**

1. Write programs for problems described in Slides Java\_Lec\_classes\_2d

Give code for **Rectangle** class

* It should have 4 fields of int type for x, y, width and height
* It should have 3 constructors:
  + Four argument constructor which sets all field values.
  + No argument constructor which sets all field values to 0. This will call the 4 argument constructor
  + Make a three argument constructor which sets width = height. This will also call the 4 argument constructor

Make methods for Rectangle class

* Give code for a methods getWidth(), getHeight(), setWidth() and setHeight() which should return/set the corresponding field values
* Give code for the Translate (a,b) method to move a Rectangle to (x+a, y+b)

1. Give code for **UseRectangle** class

* It should have 3 objects of type Rectangle created by the three constructors.
* Set the parameters for the no-argument Rectangle.