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Defining classes → Inner boxes

Medium 2 minutes

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Define a class named `Box`. It must have four fields:

- `length`, `height` and `width` of the `double` type
- a field named `innerBox` of the same type as the defined class

Do not make the fields `private`.

Report a typo

Write a program

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```
1 // write your class here
2 class Box {
3     double length, height, width;
4     Box innerBox;
5 }
6
```

✓ Correct, but can be improved.

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