## Solution Review: Implement the Rectangle Class Using the Concepts of Encapsulation

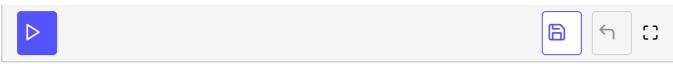
This review provides a detailed analysis to solve the 'Implement the Rectangle Class using the Concepts of Encapsulation' challenge.

## WE'LL COVER THE FOLLOWING ^SolutionExplanation

## Solution #

```
// Class Rectangle
class Rectangle {
  // Private Fields
  private int length;
  private int width;
  // Default Constructor
  public Rectangle() {
   this.length = 0;
    this.width = 0;
  // Parameterized Constructor
  public Rectangle(int length, int width) {
    this.length = length;
    this.width = width;
  // Method to calculate Area of a rectangle
  public int getArea() {
    return this.length * this.width;
  }
}
class Demo {
  public static void main(String args[]) {
```

```
System.out.println(obj.getArea());
}
```



## **Explanation** #

The solution is straightforward.

- Line 5 6: Private fields are declared i.e. length and width.
- Line 10 11: Default Constructor is implemented, and all fields are set to 0.
- Line 16 17: Parameterized Constructor is implemented, and all the fields are set to respective parameters.
- Line 23: Provided the implementation of getArea() method.