Solution Review: Implement Rectangle Class Using the Encapsulatio

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

we'll cover the following ^ • Solution • Explanation

Solution

```
class Rectangle:
    def __init__(self, length, width):
        self.__length = length
        self.__width = width

    def area(self):
        return (self.__length * self.__width)

    def perimeter(self):
        return (2 * (self.__length + self.__width))

    obj1 = Rectangle(4, 5)
    print("Area is", obj1.area())
    print("Perimeter is", obj1.perimeter())
```

Explanation

- 1. In **lines 3-4**, we defined the initializer for the class and declared private properties, <u>length</u> and <u>width</u> in it.
- 2. In **line** 7, we defined the method area() and returned the product of the two properties, __length and __width, in it.

- 3. In **line 10**, we defined the method perimeter() and returned twice the sum of the two properties, __length and __width, in it.
- 4. In the main function at **line 13**, we have defined a **Rectangle** class object, **obj1** with properties 4 and 5.
- 5. In **lines 14-15**, we call the methods <code>area()</code> and <code>perimeter()</code> and printed their values.