Challenge 1: Implement a Rectangle Class

This lesson covers a basic exercise on classes and constructors.

WE'LL COVER THE FOLLOWING

Problem Statement

1. Implement a class named Rectangle to store the coordinates of a rectangle given the top-left corner (x1, y1) and the bottom-right corner (x2, y2).

2. Implement the class constructor with the parameters (x1, y1, x2, y2) and store them in the **class instance** using the `self` keyword.

Input

Given a class `Rectangle`

Output

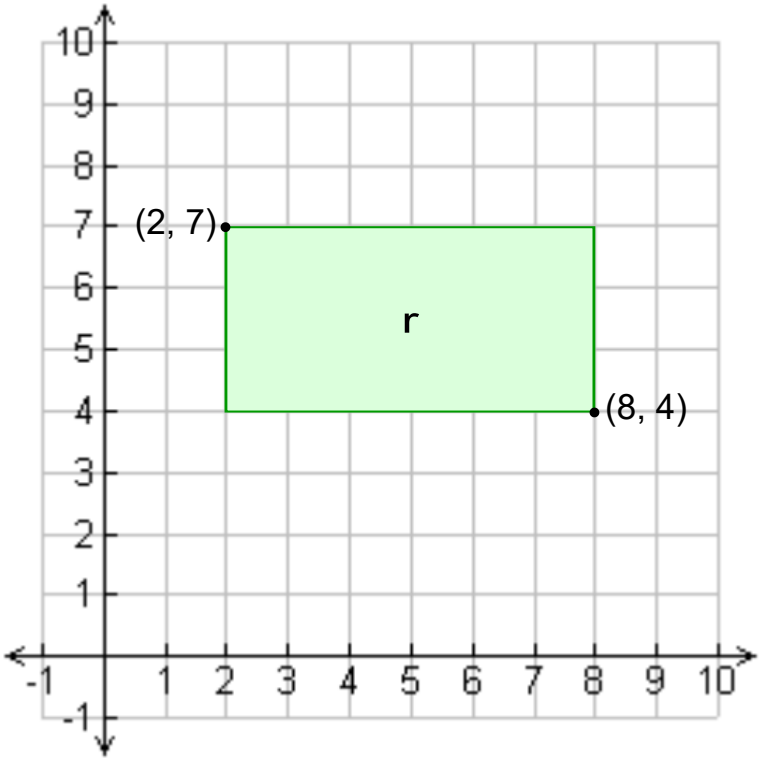
Implement the class constructor and output if the rectangle can be created with the given the coordinates.

Sample Input

x1 = 2, y1 = 7, x2 = 8, y2 = 4

Sample Output

Rectangle(2, 7, 8, 4) created




```
r = Rectangle (2, 7, 8, 4)
Output:
Rectangle(2, 7, 8, 4) created
```

Coding Exercise

Use the Python documentation on classes to solve the following exercise.

```
class Rectangle:
  # write your code here
  pass
```

Let's discuss the solution for this exercise in the next lesson.