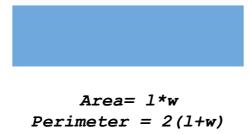
Challenge: Make a Rectangle

This lesson brings you a challenge to solve.

we'll cover the following ^
• Problem statement

Problem statement

Define a struct Rectangle with *int* properties length and width. Give this type two methods Area() and Perimeter() and test it out.



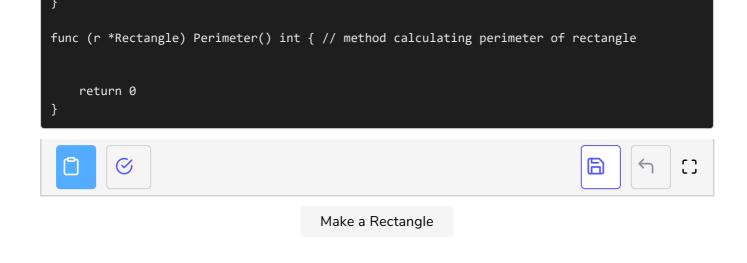
Note: Rectangle is the struct type, and length and width are its fields. Do not change the name of these variables.

Try to implement the function below. Feel free to view the solution after giving it a few shots. Good Luck!

```
package main
import "fmt"
import "strconv"
import "encoding/json"

type Rectangle struct { // struct of type Rectangle
    length, width int
}

func (r *Rectangle) Area() int { // method calculating area of rectangle
    return 0
```



We hope that you were able to solve the challenge. The next lesson brings you the solution to this challenge.