

## EXPT 7

```
using System;

class Rectangle
{
    private int _length;
    private int _width;

    public int Length
    {
        get { return _length; }
        set
        {
            if (value < 0)
            {
                Console.WriteLine("Length cannot be negative!");
            }
            else
            {
                _length = value;
            }
        }
    }

    public int Width
    {
        get { return _width; }
        set
        {
            if (value < 0)
            {
                Console.WriteLine("Width cannot be negative!");
            }
            else
            {
                _width = value;
            }
        }
    }

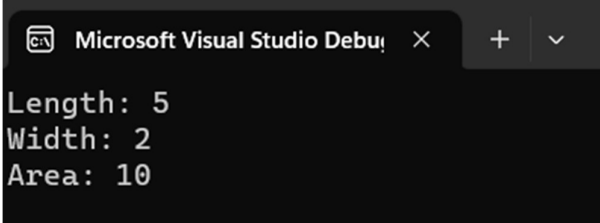
    public int GetArea()
    {
        return _length * _width;
    }
}

class Program
{
    static void Main(string[] args)
    {
        Rectangle rect = new Rectangle();

        rect.Length = 5;
        rect.Width = 2;
    }
}
```

```
        Console.WriteLine("Length: " + rect.Length);  
        Console.WriteLine("Width: " + rect.Width);  
  
        Console.WriteLine("Area: " + rect.GetArea());  
    }  
}
```

**Output: -**



The image shows a screenshot of a Microsoft Visual Studio Debug Console window. The window has a title bar with the text "Microsoft Visual Studio Debug Console" and a close button. The console output displays the following text:

```
Length: 5  
Width: 2  
Area: 10
```