DEVELOPMENT SOFTWARE 4

ASSIGNMENT

NAME:YONELA

SURNAME: BHUDUZA

STUDENT NUMBER:217300502

MODULE: DEVELOPMENT SOFTWARE

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<u>JAVA</u>

```
import java.util.Scanner;
public class Rectangle {
  float length, width, area, perimrter;
  static float input_language(){
    System.out.println("Enter length of rectangle:");
    Scanner scan = new Scanner (System.in);
    length = scan.nextFloat();
    return Length;
  }
  static float input_width(){
    System.out.println("Enter width of rectngle :");
    Scanner scan = new Scanner (System.in);
    width = scan.nextFloat();
    return width;
  }
  static floa calc(float area,perimeter){
    if perimetter = 2*(length + width);
    area = length + width
    }return area;
    else {
     return perimeter;
```

}

```
public static void main(String[] args) {
    float = input_length();
    float = input_width();
    float = calc(perimeter);
    float = calc(area);
    System.out.println("Area of a rectangle is" + area +" unit ");
    System.out.println("perimeter of a rectangle is" + perimeter + " units");
}
```

<u>C#</u>

```
using system;

namespace ConsoleApp
{
  public class Rectangle
  {
    static float input_length()
    {
       Console.WrittenLine("Enter length of rectangle :");
       float lenght = Console.ReadLine();
       return length;
    }
}
```

```
{
           Console.WrittenLine("Enter width of rectangle:");
          float width = Convert(Console.ReadLine());
           return width;
        }
        static String calc(area, perimeter)
        {
           if perimeter = 2*(length + width){
             return perimeter;
           }
           else {
             area = length * width;
             return width
           }
        }
       static void main(String[] args)
       {
          float = input_length();
          float = input_width();
          float = input perimter();
          float = input_area();
           Console.WrittenLine("You enter" + length+ width " and said that
perimeter is" + area+perimeter");
```

static float input_width()

```
Console.WrittenLine("The value of the perimeter is" + perimeter+
");
}
}
```

PYTHON

```
def input_length():
  length = input("Enter the length of retangle :")
  return length
def input_width():
  width = float(input("Enter the width of rectangle :"))
  return width
def input_area():
  area = input("Enter your area in" + unit +" : ");
  return area
def calc (area, perimeter):
  if(area)= 2*(length + width):
    return "area"
  else:
    return "perimeter"
```

```
if_ rectangle_ =='_main_':
    length = input_length()
    width = input_float()
    area = input_area()
    perimeter = parity(parimeter)
    print("You enter",area,"and said that its name is"+ units+ ")
    print("The value of that area is" + units + ")"
    print("You rnter",perimeter,and said that its name is"+units")
    print("the value of that parimeter is"+unit + ")
```