public class rectangle {

private double length;

private double width;

//defoult constructor

public rectangle() {length=width=0; }

public rectangle( double w , double l){ setdimension(w,l); }

public void setdimension( double w, double l){width=w; length=l; }

public double getw(){return width;}

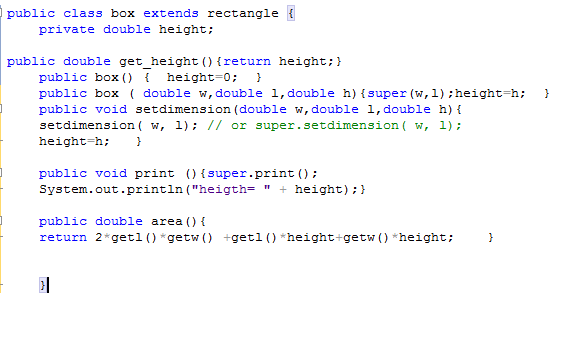
public double getl(){return length;}

public double area(){ return width\*length;}

public void print()

{System.out.println("length =" + length+"width = " + width );}

}



**Complete on rectangle box classes program in main**

* Create two objects of class rectangle one with the default constructor and one with the copy constructor.
* Create two objects of class Box one with the default constructor and one with the copy constructor.
* Try to call function print from the class rectangle from objects of type box.
* Print the content of the 4 objects with calling area function each time.
* Create reference of type rectangle and make it point to box object and print the result.