Application of classes and objects
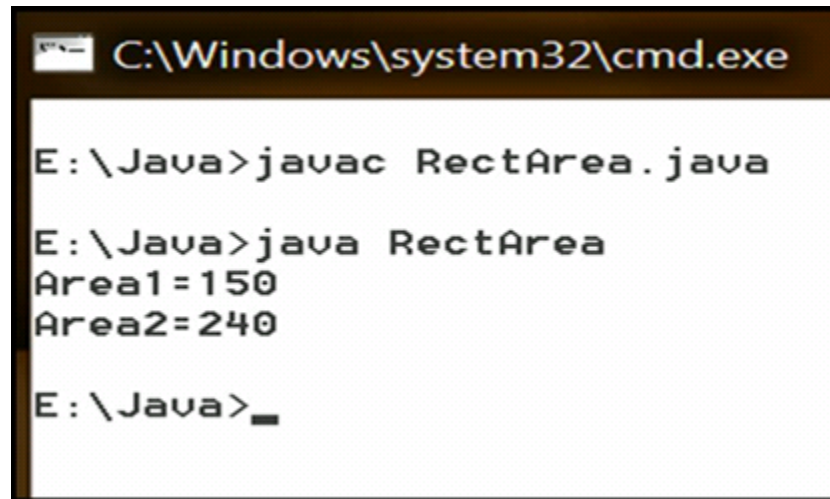
```
class Rectangle
{
        int length, width;
        void getData(int x, int y)
        {
                length=x;
                width=y;
        }
        int rectArea()
        {
        int area=length*width;
        return(area);
        }
}
class RectArea
{
        public static void main(String args[])
        {
                int area1,area2;
                Rectangle rect1=new Rectangle();
                Rectangle rect2=new Rectangle();
                rect1.length=15;
                rect1.width=10;
                area1=rect1.length*rect1.width;
                rect2.getData(20,12);
```

```
                area2=rect2.rectArea();

                System.out.println("Area1=" +area1);

                System.out.println("Area2=" +area2);

        }

}
```

```
C:\Windows\system32\cmd.exe

E:\Java>javac RectArea.java

E:\Java>java RectArea
Area1=150
Area2=240

E:\Java>_
```