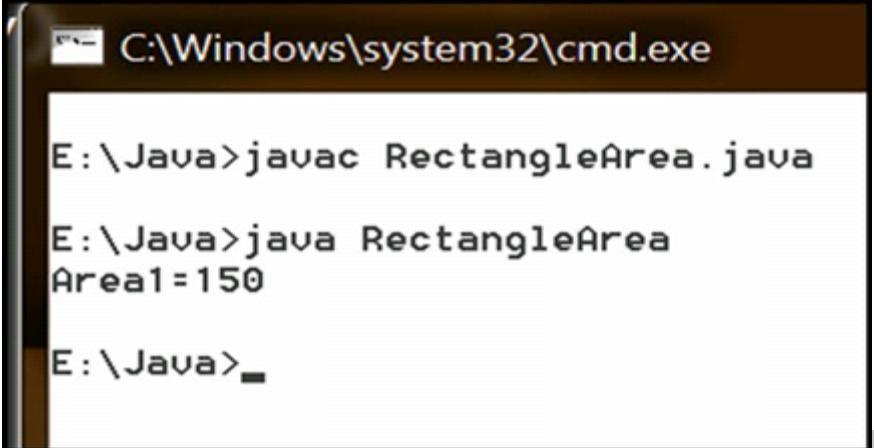# Constructors

```
class Rectangle

{

        int length,width;

        Rectangle(int x,int y)

        {

                length=x;

                width=y;

        }

        int rectArea()

        {

                return(length*width);

        }

}

class RectangleArea

{

        public static void main(String args[])

        {

                Rectangle rect1=new Rectangle(15,10);

                int area1=rect1.rectArea();

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

        }

}
```

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

E:\Java>javac RectangleArea.java

E:\Java>java RectangleArea
Area1=150

E:\Java>_
```