

Tâche 1 : Créer une classe Rectangle

```
public class Rectangle {
    int length;
    int width;

    public Rectangle(int length, int width) {
        this.length = length;
        this.width = width;
    }

    public int getLength() {
        return length;
    }

    public int getWidth() {
        return width;
    }

    public boolean isSquare(){
        return getLength() == getWidth();
    }

    public int area(){
        return getLength() * getWidth();
    }

    public int perimeter(){
        return 2 * (getWidth() + getLength());
    }

    @Override
    public String toString() {
        return "Rectangle(" + length + " * " + width + ")";
    }
}
```

Tâche 2 : Ajouter une méthode main à la classe Rectangle réalisant les opérations demandées.

```
public class Rectangle {
    public static void main(String[] args){
        Rectangle r1 = new Rectangle(20, 13);
        Rectangle r2 = new Rectangle(4, 4);
    }
}
```

```
System.out.println(r1);
System.out.println(r2);
System.out.println("Aire de " + r1 + " est " + r1.area());
System.out.println("Périmètre de " + r1 + " est " + r1.perimeter());
System.out.println(r1 + " carré? " + r1.isSquare());
System.out.println(r2 + " carré? " + r2.isSquare());
}
}
```