

Rectangle Runner

This one doesn't use a Scanner. It uses IO.

IO is found on the grade 11 site. It is under the giant icon that says "IO".

```
public class RectangleRunner
{
    public static void main (String[] args)
    {
        Rectangle one = new Rectangle ();
        System.out.println ("The dimensions of your rectangle are " + one);
        System.out.println ("The area of the rectangle is " + one.area ());
        System.out.println ("The width is " + one.getWidth ());
        int newwidth = IO.inputInt ("\nWhat is the next rectangle's width?");
        int newheight = IO.inputInt ("What is the next rectangle's height?");
        Rectangle two = new Rectangle (newwidth, newheight);
        System.out.println ("The dimensions of your new rectangle are " + two);
        System.out.println ("The area of the new rectangle is " + two.area ());
        if (two.equals (one))
            System.out.println ("\nThe two rectangles are equal.");
        else
            System.out.println ("The two rectangles are not equal.");
        newwidth = IO.inputInt ("\nEnter a new width?");
        two.setWidth (newwidth);
        System.out.println ("The revised dimensions of your new rectangle are " + two);
    }
}
```