CSE 331: Software Design & Implementation Section 3 – ADTs

Write two different representations for the Rectangle ADT in the starter code below, including **abstraction functions** for each representation.

Write your class specification below
/*

*/

public class Rectangle {

}

Your fields for your representation and your abstraction function go below

```
/*
  * Uses the same class specification as above
  */
public class Rectangle {
    Your fields for your representation and your abstraction function go below
```

}