

CSE 331: Software Design & Implementation

Section 3 – ADTs

Write two different representations for the Rectangle ADT in the starter code below, including valid `checkReps` for each representation. Hint: use `assert <condition>;` to check for valid representations in `checkRep()` methods and terminate if the `<condition>` is false.

Write your class specification below

```
/*
```

```
*/
```

```
public class Rectangle {
```

```
    Your fields for your representation go below
```

```
    // Throws assertion error if representation is
    // currently invalid, otherwise executes with no errors
    private void checkRep() {
```

```
    }
```

```
}
```

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*/  
public class Rectangle {  
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