## **CSE 331: Software Design & Implementation Section 3 – ADTs**

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

Write your class specification below
/\*\*
 \*
 \*
 \*
 \*
 \*
 \*
 public class Rectangle {

}

Your fields for your representation, abstraction function, and rep invariant go below

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

}