

4. The API (Application Programming Interface) documentation lists the classes and methods of the Java library. Go to <http://java.sun.com/j2se/1.5/docs/api/index.html> and find out what the method `concat` of the class `String` does. **The purpose of this problem is to familiarize yourself with the api and `concat` so you may not use the "+" symbol to join the sentences.** Use `concat` to complete the following program so that it computes a string with the contents "the quick brown fox jumps over the lazy dog", and then prints that string and its length. **Do not alter the variables to include an extra space. You must use the `concat` method and not the `+`.**

```
public class ConcatTester
{
    public static void main(String[] args)
    {
        String animal1 = "quick brown fox";
        String animal2 = "lazy dog";
        String article = "the";
        String action = "jumps over";

        /* Your work goes here */

    }
}
```

(out of class)

5. Write an `AreaTester` program that constructs a `Rectangle` object and then computes and prints its area. Use the `getWidth` and `getHeight` methods of the `rectangle` class. Print the computed answer and the expected answer.

(in class)

6. Write an `PerimeterTester` program that constructs a `Rectangle` object and then computes and prints its perimeter. Use the `getWidth` and `getHeight` methods of the `rectangle` class. Print the computed answer and the expected answer.

(out of class)

7. Using the code on pages 58 and 62, draw two rectangles. Each rectangle should be a different color and they should touch one another but not overlap.

(10 points extra credit)