

Fill in the missing parts of the Rectangle class below.

```
public class Rectangle
{
    // ***** constructors
    // default constructor
    public Rectangle()
    {

    }

    // "other" constructor
    public Rectangle(double width, double length)
    {

    }

    // ***** accessor methods
    public double getWidth()
    {

    }

    // ***** modifier methods
    public void setWidth(double width)
    {

    }

    // ***** interesting methods
    public double computeArea()
    {

    }

    public double computePerimeter()
    {

    }

    // *****instance variables (properties)
    private double myWidth;
    _____ ;
}
```