

## It's Your Turn!

- Now let's put it all together: Write a Java program called *ComputeArea*, which asks the user for the *width* and *height* of a rectangle and computes and prints the area of the rectangle.

## Complete ComputeArea

```
import java.util.Scanner;
public class ComputeArea
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);
        System.out.print(
            "Please enter the width of the rectangle: ");
        int width = keyboard.nextInt();
        System.out.print(
            "Please enter the height of the rectangle: ");
        int height = keyboard.nextInt();
        int area = width * height;
        System.out.println("The area is " + area);
    }
}
```