

B4: Random Data Practice

1. Create a new Java Program that **CALCULATES** the Area and Perimeter of a Rectangle. The length should be a random double (no final cast to int needed when randomizing) from 5 to 10 metres. The width should be a random double between 3 and 8 metres. Your program should display the length and width that was generated as well as the final stored results in a user-friendly manner.