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.

```
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);
    }
}
```