Actions
- set size
- set position
- translate
- get area
- get position (x and y)
- is inside?
- overlap

Rectangle
r1 = new Rectangle(x, y, w, h);

Rectangle
r2 = new Rectangle(x1, y1, w1, h1);

int area = r1.getArea();
r2.setPosition(10, 15);
r1.x = 20;
r1.setPosition(20);