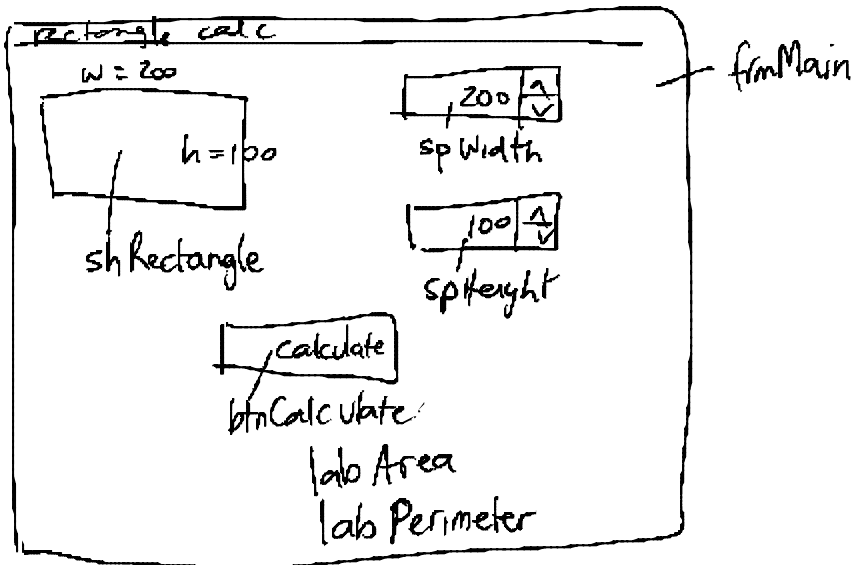
 rectangle  
 └─ unMain.pas  
 └─ rectangler.dpr



```

begin
  shRectangle.width := spWidth.value;
  shRectangle.height := spHeight.value;

end;
  
```

```

var
  length,
  width,
  perimeter,
  area      : integer;
  
```

```

begin
  width := spWidth.value;
  length := spHeight.value;
  perimeter := 2 * (width + length);
  area := width * length;
  labPerimeter.caption := inttostr(perimeter);
  labArea.caption := inttostr(area);
  
```

floattostr = real  
 inttostr = integer

and;

---