

Rewrite the following lines of code on a piece of blank paper so that they represent a Square class and a client class that tests a Square object.

```
-(Square*) initWithWidth: (double) w;
-(double) computeArea;
#import <objc/objc.h>
#import <objc/Object.h>

@interface Square:Object
{double width;}
-(void) setWidthTo: (double) w;
@end

@implementation Square
-(Square*) initWithWidth: (double) w
{
self = [super init];
[self setWidthTo: w];
printf("%f\n",[s width]);
}
-(double) width;
-(double) computeArea
{ return width * width; }
@end
-(void) setWidthTo: (double) w
{ width = w; }

[s return self;
setWidthTo: 4];
-(double) width
{ return width; }
printf("%f\n",[s computeArea]);
int main (int argc, const char * argv[])
{
return 0;
Square *s = [[Square alloc] initWithWidth: 3.0];

}
```