Worksheet: `BoundingBox` Class

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Write `class BoundingBox` that has:

- Four private fields: `left`, `bottom`, `right`, and `top`, each of which stores a real number, and which together represents the bottom-left and top-right corners on a coordinate system.
- A constructor that takes four real parameters to set the four fields in the order given above.
- A getter for each of the fields (...but actually, just write one on your worksheet).
- An instance method named `width` that takes no parameters and returns the width of the `BoudingBox` object.
- An instance method named `height` that takes in no parameters and returns the height of the `BoudingBox` object.
- An instance method named `area` that returns the area of the `BoudingBox` object.
- An instance method named `encloses` that takes two parameters, `x` and `y`, which store real numbers and represents two coordinates in the coordinate system, and returns `true` if the coordinates are within the `BoudingBox` object, otherwise returns `false`.
- An instance method named `equals` that takes one `BoundingBox` object parameter and returns `true` if all four coordinates are the same in both objects, otherwise returns `false`.
- An instance method named `toString` that prints out the bounding box as two points on a coordinate system with one point being the bottom left and the other being the top right, for example: `(1.0, 1.0), (3.0, 5.0)`.

You do not need to perform error checking for any real value being “not a number” or “infinity”, however, the `BoundingBox` class must ensure `left` is more left than `right` on a horizontal number line and `bottom` is lower than the `top` on a vertical number line. Write the class in the space below and on the back of this page.