**NOTE**: You need a public StartUp class with the namespace Shapes.

Create a class hierarchy, starting with **abstract** class **Shape**:

* **Abstract methods:**
  + CalculatePerimeter(): double
  + CalculateArea(): double
* **Virtual methods**:
  + Draw(): string

Extend the **Shape** class with two children:

* **Rectangle**
* **Circle**

Each of them needs to have:

* **Fields:** 
  + **height and width for Rectangle**
  + **radius for Circle**
* **Encapsulation for these fields**
* **A public constructor**
* **Concrete methods for calculations (perimeter and area)**
* **Override methods for drawing**