**Day 5 Assignment**

1. Create class Shape that has (x, y, Display()) members.
2. Create class Circle that inherits from class Shape.
3. Add new member radius in class Circle.
4. Add new function in class Circle named (Area()) that calculate the area of the circle.
5. Overload the function Area() in class Circle.
6. Override the Display() function .
7. Create another class called Rect that inherits from class Shape.
8. Create a constructor in class Rect that calls its base class.
9. Create new class called Ellipse that inherits from class Circle.
10. Hide the Display() function and override the Area() function.
11. Override Tostring() function in all classes.

Bouns:

1. Make class Shape abstract class.
2. Add abstract method Draw().
   1. Try creating object from Shape class.