

ICE#6
Session 6.2

Use GeometricObject, Circle and Rectangle classes ICE#13.1 to 13.3

Modify the **GeometricObject** class to implement the **Comparable** interface and define a static **max** method in the **GeometricObject** class for finding the larger of two **GeometricObject** objects. Draw the UML diagram and implement the modified **GeometricObject** class. Write a test program that uses the **max** method to find the larger of two circles, the larger of two rectangles.