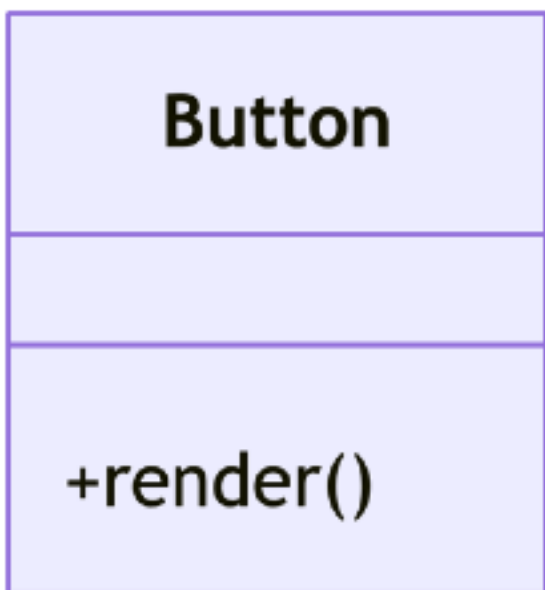# Step 1: Define a Button Interface

- Let's begin by creating a `Button` interface with methods that all button types should implement. This will serve as our base interface.

Step 2: Create Theme-Based Button Subclasses


```
           ┌─────────────────┐
           │     Button      │
           ├─────────────────┤
           │                 │
           ├─────────────────┤
           │   +render()     │
           └─────────────────┘
              △           △
             /             \
┌─────────────────┐   ┌─────────────────┐
│   RoundButton   │   │  SquareButton   │
├─────────────────┤   ├─────────────────┤
│                 │   │                 │
├─────────────────┤   ├─────────────────┤
│   +render()     │   │   +render()     │
└─────────────────┘   └─────────────────┘
```