

Project 15-1: Rectangle or Square Calculator

Create an object-oriented program that uses inheritance to perform calculations on a rectangle or a square.

Console

```
Rectangle Calculator

Rectangle or square? (r/s): r
Height:      5
Width:       10
Perimeter:   30
Area:        50
* * * * *
*           *
*           *
*           *
* * * * *

Continue? (y/n): y

Rectangle or square? (r/s): s
Length:      5
Perimeter:   20
Area:        25
* * * * *
*           *
*           *
*           *
* * * * *

Continue? (y/n): n

Bye!
```

Specifications

- Use a Rectangle class that provides attributes to store the height and width of a rectangle. This class should also provide methods that calculate the perimeter and area of the rectangle. In addition, it should provide a `__str__()` method that returns a string representation of the rectangle.
- Use a Square class that inherits the Rectangle class. This class should include a constructor that initializes the height and width attributes of the Rectangle superclass to the length that's passed to the constructor of the Square subclass.
- The program should determine whether the user wants to enter a rectangle or a square.
- For a rectangle, the program should get the height and width from the user.
- For a square, the program should get the length of the square from the user.
- Assume that the user will enter valid data.