



OOP Project 2023

Faculty of Computers & Information



Geometric Object Area & Perimeter Calculator

Using the class named geometric object in your book start a graphical user interface project for calculating the area and the perimeter of some geometric objects like circle , rectangle , and square.

You have to make your graphical user interface contains the following items:

1. Combobox that contains the items you will calculate the area and the parameter for them.
2. Text fields to enter they needed data for each and every geometric object for example if you select a rectangle you have to fill in the width and the height of this rectangle also a if you select a circle you have to fill in the radius for the circle.
3. A button named calculate and display that will calculate and display the area and the parameter of this selected shape.
4. A label where these values will be displayed on.

*The square class should inherit the rectangle class.

*You must check that all the values used in the calculation are valid.

