

# GDG on Campus Benha

1) Make a class called Car has fields (name, model, color), enter them using constructor with named parameters and print them.

2) Make a class called Shape that has property (width, height) and behavior (area), and then make another 2 classes called (Rectangle, Square) that extends the class Shape and has a property (color) and then print them.

**\*\* make override on area method on both 2 classes \*\***

3) Create a class named Rectangle with properties for `_width` and `_height`. Add getters named `width` and `height`. Add setters for these properties that ensure you can't give negative values. Add a getter for a calculated property named `area` that returns the area of the rectangle.