**Turtle Shapes Drawing Program**

This program is a simple Python program that uses the turtle module to draw shapes such as squares, triangles, pentagons, hexagons, rectangles, and heptagons on a canvas.

**Requirements**

Python 3.x

turtle module

Usage

To run the program, simply execute the main() function in the code. The program will draw shapes with different colors and sizes on the canvas.

**Classes**

**Shape**

The Shape class is a base class that defines the basic attributes of a shape such as the number of sides, length, and color. It also contains a draw() method that draws the shape on the canvas using the turtle module.

Square, Triangle, Pentagon, Hexagon, Heptagon

These classes are derived from the Shape class and represent specific shapes with a fixed number of sides. They override the \_init\_() method of the Shape class to set the number of sides of the shape.

**Rectangle**

The Rectangle class represents a rectangle shape that is not derived from the Shape class because it has a different drawing method.

**Conclusion**

This program demonstrates how to use the turtle module in Python to draw basic shapes on a canvas. It also shows how to define classes and inheritance in Python.