**Q1.** From the description of the problem, represent the problem by designing class diagrams using UML (unified modeling language). The class diagram should include the three relationships among classes, namely Uses-A relationship, Has-A relationship and IS-A relationship. The class diagram should also include the data type of member variables, the return type of member methods**.**

**텍스트, 지도이(가) 표시된 사진

자동 생성된 설명**

**=>**

**Dotted line means “is – a” relation.**

**Arrow Solid line means “has -a” relation**

**TestShapes class has “use -a” relation with Triangle class, TrianglePrism class, TrianglePyramid class, Square class, SquarePrism class and SquarePyramid class.**

**Q2**. Using your class diagrams in Q1, implement your program by applying principle of inheritance without using polymorphism as well as by applying principle of inheritance using polymorphism.

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Both versions are in the source code file.