



To modify the ComputeAreaAndPerimeter class to accept these new shapes you would do the following:

Add : `System.out.println("Enter S for Square");`
 `System.out.println("Enter Q for Equilateral Triangle");`

with the other instruction statements, then in the if/else if/else section add:

```
else if (figType.equalsIgnoreCase("s")) {
    return new Square();
}
```

and

```
else if (figType.equalsIgnoreCase("q")) {
    return new EquilateralTriangle();
}
```

And the code should be good to go!