CSC148, Summer 2016

ABSTRACTION

Shape class

and

Square and RightAngledTriangle sub classes

(do it before looking at any sample solution)

(do it before going to Lab02)

Somewhere in the real world there is a description of squares and right angled triangles as follow:

> ***Squares*** *have four vertices (corners), have a perimeter, an area, can move themselves by adding an offset point to each corner, and can draw themselves.*
>
> ***Right angled triangles*** *have three vertices (corners), have a perimeter, an area, can move themselves by adding an offset point to each corner, and can draw themselves.*

Develop the common features (attributes and operations) of above descriptions into an **abstract** class Shape. Follow the class design recipe, and develop class **Shape** including the common features. Then, follow the class design recipe and develop subclasses **Square** and **RightAngledTriangle** based on discussion we had in Lecture03.