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Final Project OOP

Developed an inheritance hierarchy based on a Polygon class including the methods (area, perimeter, draw). The base class “Polygon” has children classes that inherit from it, including: Triangle, Quadrilateral, Pentagon, Hexagon, and Octagon , and each class has overloaded the base class’s methods to correctly calculate (area and perimeter) and draw the shape.

The class “Triangle” has children classes that include IsoscelesTriangle and EquilateralTriangle. The class “Quadrilateral” has children that include Rectangle and Square.

As a user, you get to choose which polygon you want to calculate the area, perimeter, or draw.

This program was programmed using Python and Visual Studio Code, and each team member’s work contribution is commented in the file itself.