1- Convert the next UML diagram into java classes. Add extra methods as needed.

2- Write a test Driver (main) to create an array of Drawable with minimum size equal to 2.

3- Add the following features.

　　a. Use file for input & output. Input file named "input.txt" may contain the following:

　　　2
　　　circle 22.5
　　　cube 23.6

This will create an array of size equal to 2, where the 1st item is a circle with radius = 22.5, and the 2nd item is a cue with side = 23.6.

Then your program will print the sum of all the Drawable array areas to a file named "sumAreas.txt".

　　b. Use GUI To draw the shapes that appear in the input file.