kotlin-1

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Código añadido para las clases:

```kotlin
open class UShapeCabin(residents: Int, val length: Double) : Dwelling(residents) {  2 usos  1 heredero
    override val buildingMaterial = "brick"  2 usos  1 override
    override val capacity = 8  2 usos  1 override

    override fun floorArea(): Double {  2 usos  1 override
    |    return length * length
    }
}

class UShapeChalet(residents: Int, length: Double, val floors : Int, val trees: Int) : UShapeCabin(residents, length) {
    override val buildingMaterial = "stone"  1 uso
    override val capacity = 8*floors  1 uso

    override fun floorArea(): Double {  1 uso
    |    return (length * length) * floors
    }

}
```

Código añadido para el output:

```kotlin
with( receiver = uShapeCabin) {
    println("\nU-Shape cabin\n===========")
    println("Capacity: ${capacity}")
    println("Material: ${buildingMaterial}")
    println("Floor area: ${floorArea()}")
}

with( receiver = uShapeChalet) {
    println("\nU-Shape chalet\n===========")
    println("Capacity: ${capacity}")
    println("Material: ${buildingMaterial}")
    println("Floor area: ${floorArea()}")
    println("Floors: ${floors}")
    println("Trees: ${trees}")
}
```

Output esperado:

```
Square Cabin
============
Capacity: 6
Material: Wood
Floor area: 2500.0

Round Hut
=========
Material: Straw
Capacity: 4
Floor area: 314.1592653589793
Has room? true
You got a room!
Has room? false
Sorry, at capacity and no rooms left.
Carpet size: 14.142135623730951

Round Tower
==========
Material: Stone
Capacity: 8
Floor area: 1509.5352700498956
Carpet Length: 21.920310216782976

U-Shape cabin
============
Capacity: 8
Material: brick
Floor area: 900.0

U-Shape chalet
============
Capacity: 24
Material: stone
Floor area: 2700.0
Floors: 3
Trees: 20
```