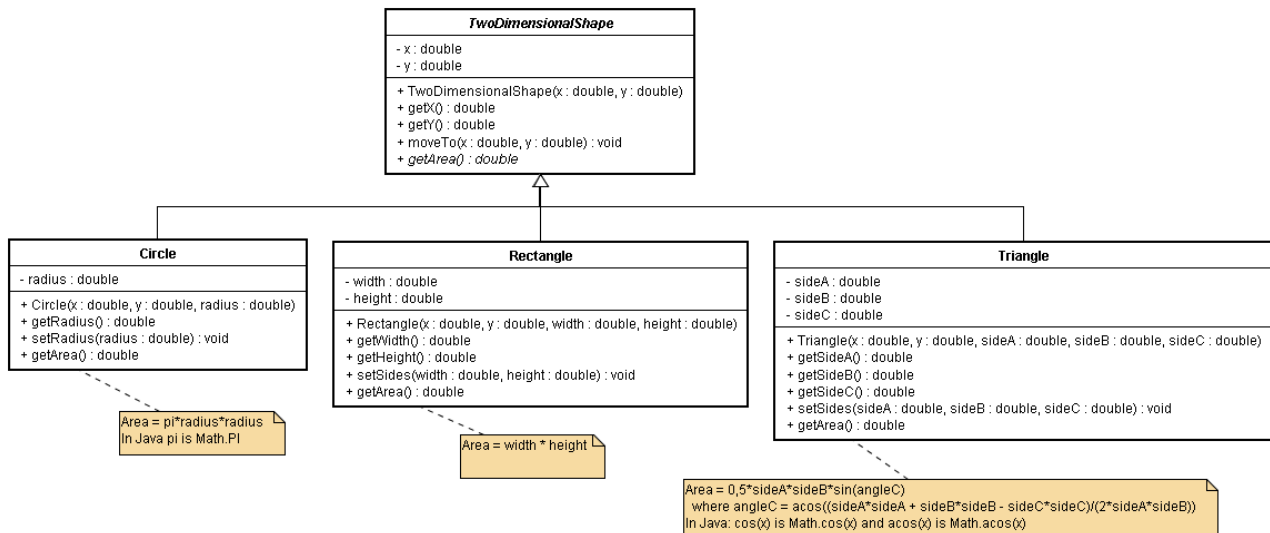# Exercises, SDJ1

Exercise: Two dimensional shape hierarchy

a) Implement all the classes shown in the class diagram.

b) Implement a test class (another class) with a `main` method in which you:
- Create an array of references to `TwoDimensionalShape`-objects
- Instantiate the elements in the array to `Circle`, `Rectangle` and `Triangle`-objects
- In a loop calls the method `getArea()` for each object and print out the area of the specific shape

An extra exercise: Add methods `toString()` and `equals(Object obj)` in the classes where these methods could be preferable – and test them in the test class