1. create class **Rectangle** which inherits from Polygon
    a. Rectangle should have default and overloaded constructors
    b. Rectangle should have methods that return value(s) stored in the attribute(s)
    c. Rectangle should have a toString method
    d. Rectangle should have a main that creates a Rectangle using the overloaded constructor, outputs the instance values by calling the toString and outputs the number of sides.

2. create class **Square** which inherits from Rectangle
    a. Square should have default and overloaded constructors
    b. Square should have a main that creates a Square using the overloaded constructor, outputs the instance values by calling the toString and outputs the number of sides.

3. create class **RightTriangle** which inherits from Polygon
    a. RightTriangle should have default and overloaded constructors
    b. RightTriangle should have methods that return value(s) stored in the attribute(s)
    c. RightTriangle should have a toString method
    d. RightTriangle should have a main that creates a RightTriangle using the overloaded constructor, outputs the instance values by calling the toString and outputs the number of sides.

4. create class **RegularNgon** which inherits from Polygon
    a. RegularNgon should have default and overloaded constructors
    b. RegularNgon should have methods that return value(s) stored in the attribute(s)
    c. RegularNgon should have a toString method
    d. RegularNgon should have a main that creates a RegularNgon using the overloaded constructor, outputs the instance values by calling the toString and outputs the number of sides.