6. Shape with draw method

Main Class:

**package** com.cap;

**public** **class** Main3 {

**public** **static** **void** main(String[] args) {

Shape obj=**new** Line();

obj.draw();

Shape obj1=**new** rectangle();

obj1.draw();

Shape obj2=**new** Cube();

obj2.draw();

}

}

Shape as base class:

**package** com.cap;

**abstract** **class** Shape {

**public** **abstract** **void** draw();

}

Line class:

**package** com.cap;

**public** **class** Line **extends** Shape{

**public** **void** draw() {

System.***out***.println("Draws a line");

}

}

Rectangle Class:

**package** com.cap;

**public** **class** rectangle **extends** Shape {

**public** **void** draw() {

System.***out***.println("Draws a rectangle");

}

}

Cube Class:

**package** com.cap;

**public** **class** Cube **extends** Shape {

**public** **void** draw() {

System.***out***.println("Draws a Cube");

}

}