# Menu.java

This class is the master menu that controls all submenus.

**Overview:**

i) This class will open the Scanner class and pass it into all objects.

ii) This class also runs as the master menu that will open other menus

**Private Variables:**

Enum **Choices**

This enum will control the user choices on what to do.

Shapes **shapes**

This is a file that controls all the sub menus for shapes.

**Constructors:**

Public **Menu()**

It prints a line saying “Menu Constructor Invoked”

**Pubic Methods:**

Void **Introduction()**

This method will give a quick introduction on how the program works.

Void **Display()**

This method will display the menu with choices the user can choose from.

Void **QueryUser()**

The user will be asked to make a choice one what to open then it will assign choices a value

Void **ProcessCommand()**

This method will process the command and open shapes certain methods depending on the choice.

Boolean **Continue()**

This method will check if choices == Choices.Quit to quit out of the menu

Void **close()**

This method will close keyboard and shapes then null shapes.