# Shapes.java

Author: Nathaniel Adams

This file will open all the submenus and other objects.

**Overview:**

i) The object will control all the submenus bellow it.

**Constructors:**

**Public Shapes(Scanner keyboard)**

This will open all the objects and pass the open object of keyboard into all the objects bellow it.

**Private Objects:**

**Triangle** triangle

**Rectangle** rectangle

**Prism** prism

**Cube** cube

**Public Methods:**

Void **Cube()**

This method will be a user loop that will control the Cube class.

Void **Rectangle()**

This method will be a user loop that will control the Rectangle class

Void **Triangle()**

This method will be a user loop that will open a subclass that will open other subclasses for different triangles

Void **Prism()**

This method will be a user loop that will control the Prism class

Void **Close()**

This method will close triangle class then null all the class that was opened.