**Cube.java**

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This class will be able for the user to create a cube and display the cube. But, as well it will allow the user to perform certain operations.

public class EquilateralTriangle extends Rectangle

**Overview**:

This class will allow the user to set the dimensions of one side of the cube, then it will allow the user to display the cube or allow the user to get the surface area or volume or go back to the previously menu.

**Class Constants:**

None.

**Class Enumerations:**

**Choices**

**DIMESIONS**

Allow the user to one of the sides of the cube.

**SURFACEAREA**

Display the calculated perimeter of the rectangle.

**VOLUME**

Display the calculated area of the rectangle.

**DISPLAY**

Display a rectangle in console of all the sides.

**GOBACK**

Backup one level into the master menu.

**Public Variables:**

None.

**Private Instance Variables:**

int **side –** Length of side that will be for the length, width and height.

Choices **choice –** The user’s selected menu option.

Scanner **keyboard –** Allows for the retrieval of keyboard input.

**Constructors:**

**Cube**(Scanner **keyboard**)

**keyboard** – Scanner class object.

**Super(keyboard)** – allows the object to access the rectangle class methods

**Side = 0** – Sets the side to 0

**Public Methods:**

@Override void QueryUser **QueryUser()**

Queries the user for a operation the user can preform

@Override void **ProcessCommand**()

Will preform the operation that the user has chosen.

Void **Menu** ()

Displays a UI for the user to make a choice of operation they desire.

@Override boolean **Goback** ()

Return true if the choices enum do not equal goback or the user will return to the master menu.

**Private Methods:**

None.

**Mutators and Accessors:**

None.

**Test Interface/Sample:**

None.