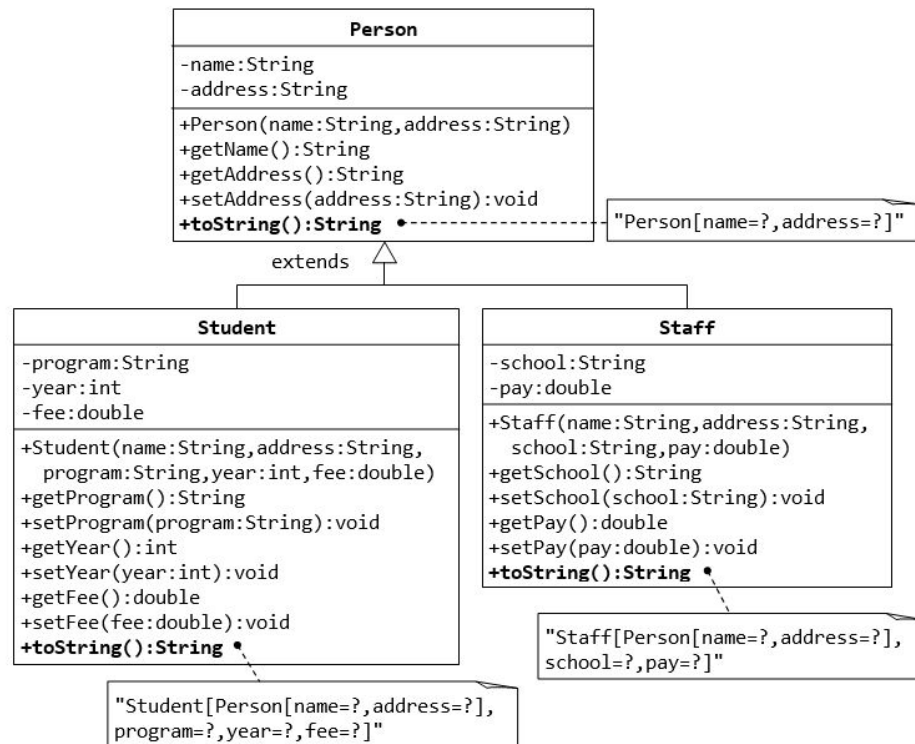
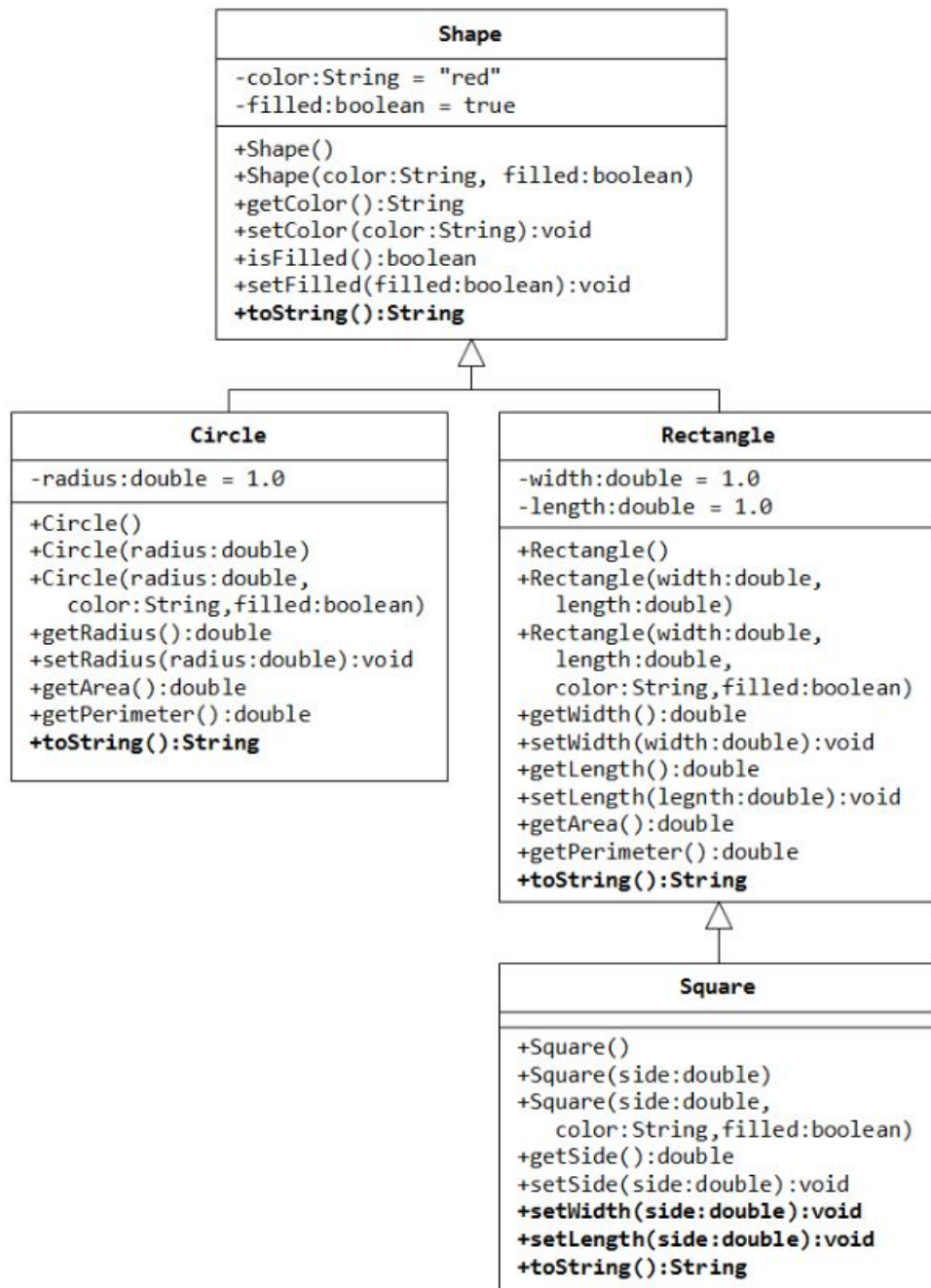


1)Creati cate o interfata pentru fiecare clasa din urmatoarea structura dupa care implementati acea interfata in clasa aferenta ei.

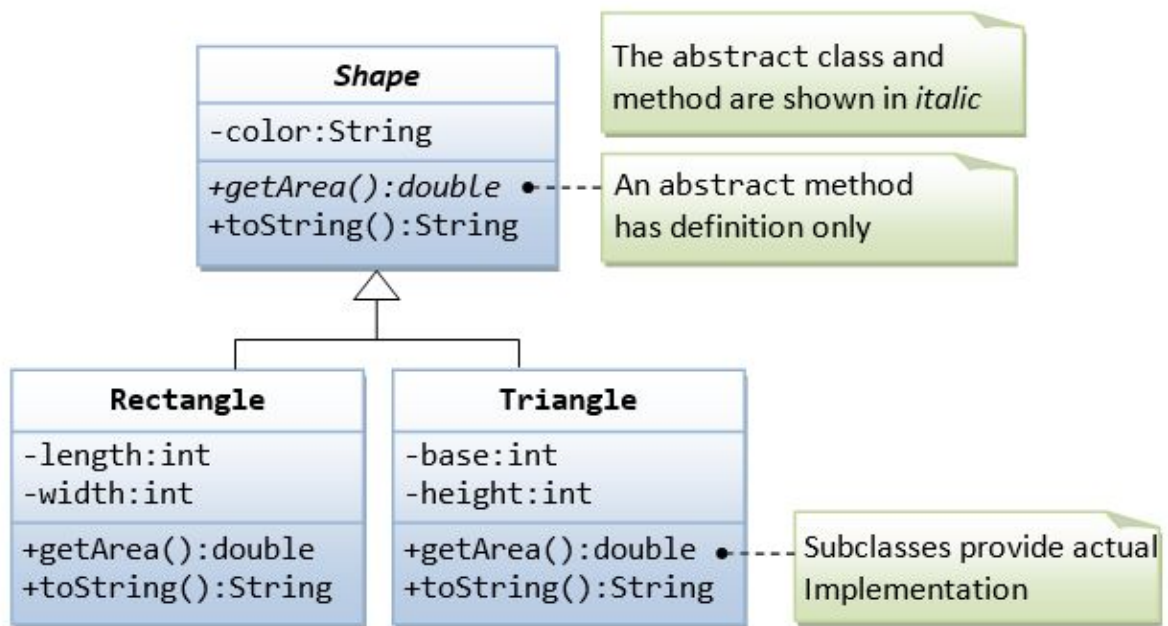


2)Creati cate o interfata pentru fiecare clasa din urmatoarea structura dupa care implementati acea interfata in clasa aferenta ei.

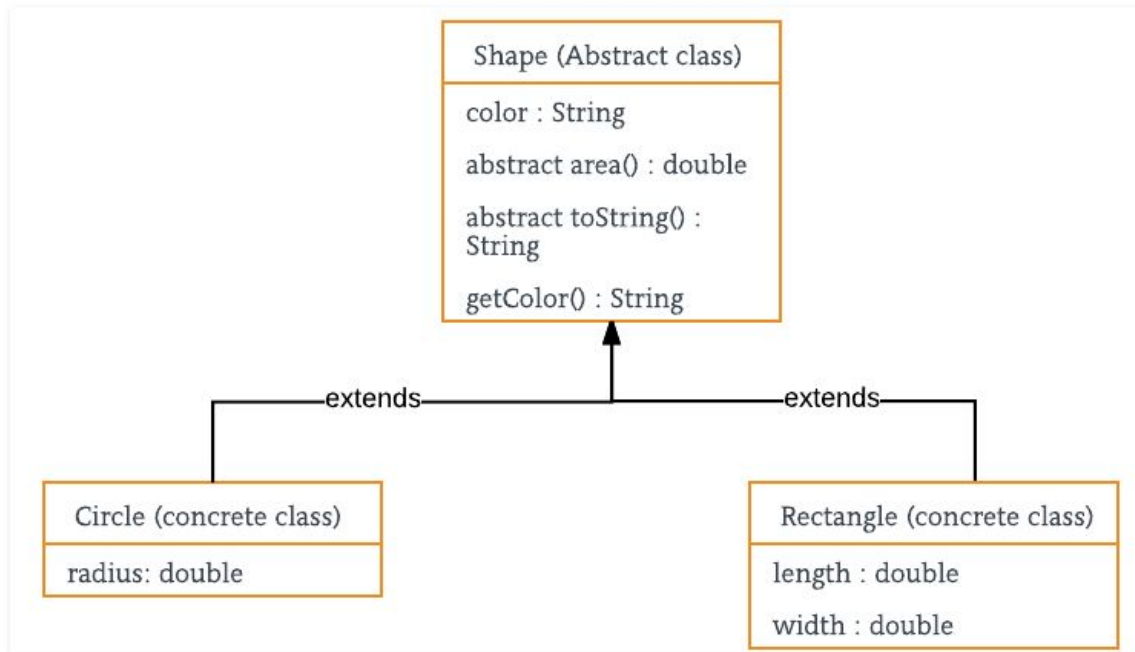


3) Implementati diagrama de clase de mai jos.

Ce concept folositi atunci cand implementati functia `getArea()` in clasele `Rectangle` si `Triangle`?



4) Implementati diagrama de mai jos.
Ce concept este folosit?



5) Scrieti un program java in care sa imbinati toate conceptele OOP(abstractizare, incapsulare, mostenire, polimorfism)

