Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.

class Shape{

public void print\_shape(){

System.out.println("This is shape");

}

}

class Rectangle extends Shape{

public void print\_rect(){

System.out.println("This is rectangular shape");

}

}

class Circle extends Shape{

public void print\_circle(){

System.out.println("This is circular shape");

}

}

class Square extends Rectangle{

public void print\_square(){

System.out.println("Square is a rectangle");

}

}

public class Test{

public static void main(String[] args){

Square sq = new Square();

sq.print\_shape();

sq.print\_rect();

}

}

