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CSE 4851(Design Pattern)
Assignment 2

The main class I used is **Age of villagers.java**
All the simple shape based classes are implemented via **Shapes** class. All shapes I included
are **Rectangle**, **Square**, **Circle**, **Cylinder** and **Triangle**.

Then from the Age of villager.java created functions for creating the house, tree and water
source

House included-

```
●  Shapes Roof = new Triangle();

●  Shapes Body = new Rectangle();

●  Shapes Windows = new Square();
```

Tree included-

```
●  Shapes Trunk = new Cylinder();

●  Shapes Crown = new Circle();

●  Shapes Leaves = new Triangle();
```

Water Source include-

```
●  Shapes Pipe = new Cylinder();

●  Shapes Top = new Circle();

●  Shapes Bottom = new Circle();
```

From those previously mentioned simple shapes the composite shape were created through
calling functions for them