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Foundations of Programming

Project 4

* Create the class “Rectangle” along with the constructor that has the variables width and length passing through.
* Define a perimeter method that uses the perimeter calculation to return a value.
* Define an area method that uses the area calculator to return a value.
* Define a display method that creates area and perimeter variables as well as formatted print statements for the width, length, area, and perimeter of the rectangle.
* Create a child class called “Parallelepiped” that inherits the super class “Rectangle”.
* Create a constructor method that passes all the same variables with height added.
* Use super.\_\_init\_\_(width,length) to inherit the width and length from the rectangle class as well as create a variable for the height.
* Define a volume method that uses the volume calculation to return a value.
* Define a new display method that inherits from the super class and adds on formatted print statements for the height and volume of the parallelepiped.
* Define a main class that asks for user inputs for the width, length, and height.
* Create a p variable that instantiates from the class parallelepiped and has the three inputs passed through.
* Finally the display method is called which prints each statement with the calculated value.