Tasks:

1. Define an interface named **Colorable** with a method named *howToColor()* that should return a string. Every class of a colorable object must implement the Colorable interface.

   Design and implement two classes named **Square** and **Octagon** that **extend Shape** and **implement Colorable**. Implement **howToColor()** to display the color of each of the sides of the square and octagon (create a string that describes the color of each side, then return the string. Follow the examples shown in the class)

   Write a test class (that includes the main method) that will show the colors of the sides of a square object and an octagon object.

Shape
- color: String - filled: boolean
#Shape() #Shape(color: String, filled: boolean) +getColor(): double +isFilled(): boolean +setColor(color: String): void +setFilled(filled: boolean): void +toString(): String **+getArea(): double** **+getPerimeter(): double**