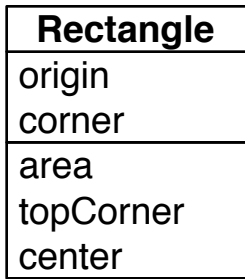
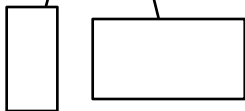


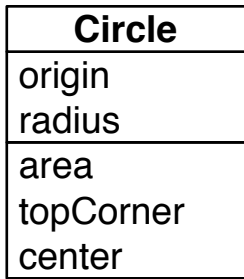
Rectangle >> area
^ self width * self height



instance of



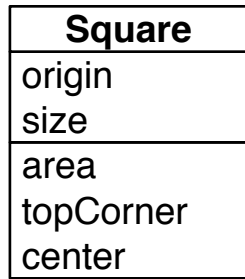
Circle >> area
^ (self radius squared) * Float pi



instance of



Square >> area
^ self side squared



instance of

