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();
}
```

