CIS 3515

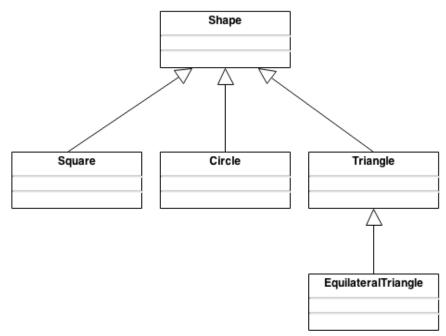
Worksheet 0

Instructions: This lab will test your knowledge of inheritance in Java

1. Using Netbeans (or your preferred IDE), create a class called **Shape** using the following guide:

```
public class Shape {
   private String name;
   public Shape(String name) {
       this.name = name;
   /** returns the name of the shape */
   public String getName() {
       return name;
   }
   /** returns the area of the shape */
   public double getArea() {
       return 0.0;
   }
   public void printDimensions(){
       System.out.println("No dimensions");
   }
}
```

2. Create 4 additional classes as follows:



3. For each additional class do the following:

- 1. Have a constructor that takes a **name**, which it turn invokes the constructor of its superclass.
- 2. Implement a **setDimensions()** method that will take the following parameters:

1. Square: **length** and **height**

2. Circle: radius3. Triangle: 3 sides

4. EquilateralTriangle: 1 side

- 3. Override the **printDimensions()** method of the superclass to print the dimensions of the current shape.
- 4. Override the **getArea()** method of the superclass to calculate the correct area for each shape. For triangles, use Heron's Formula:

$$area = \sqrt{s(s-a)(s-b)(s-c)}$$

where a,b, and c are the lengths of the sides, and $s = \frac{1}{2}$ the perimeter

- 5. Create a main class that will create one instance of each class, and prompt the user to enter the dimensions for each object.
- 6. Once all objects have been created, print the name, dimensions, and area for each object to the screen.
- 7. Demonstrate your working project to the TA.