

Exercise: Simple Shape Interface with Constructor

Objective:

- Understand how to use interfaces to define common behavior.
- Learn how to use constructors to initialize object properties.
- Practice polymorphism by using an interface reference.

You are tasked with creating a simple program to represent **shapes** (e.g., Circle and Rectangle). Each shape will calculate and display its **area**.

1. Define an **interface** called IShape with a method:
 - double CalculateArea()
2. Create two classes:
 - Circle
 - Rectangle
3. Use **constructors** in both classes to initialize their properties:
 - Circle → double Radius
 - Rectangle → double Length, double Width
4. In the Main method:
 - Create objects for Circle and Rectangle.
 - Display their areas using the CalculateArea() method.