C# Lab – Day4:

1. Design a new **Shape** Class that contains:

* **double CalculateArea()**

1. In the previous designed class **Rectangle** make it inherits **Shape**
2. Keep class **Square** that inherits **Rectangle**
3. Design a new class **Circle** that also inherits **Shape**
4. Design a new class **Picture** that contains a collection of shapes (rectangles, circles & squares) then implement the following:

* **void DisplayAllShapesArea()**