

Lab 4

1. Write a class point with all possible constructors
 - Use initializer list in constructors
 - Write all possible setters and getters for class
 - Use a static variable for counting number of shapes
2. Use class point as a sealed class and make all possible changes (properties)
 - Write a list /array list of point objects
3. Write classes for circle,rectangle,square,triangle which inherits from shape
4. Create a GeoShape class that calculates the area of any 4 graphical shape(Circle,Rectangle, Square, Triangle)