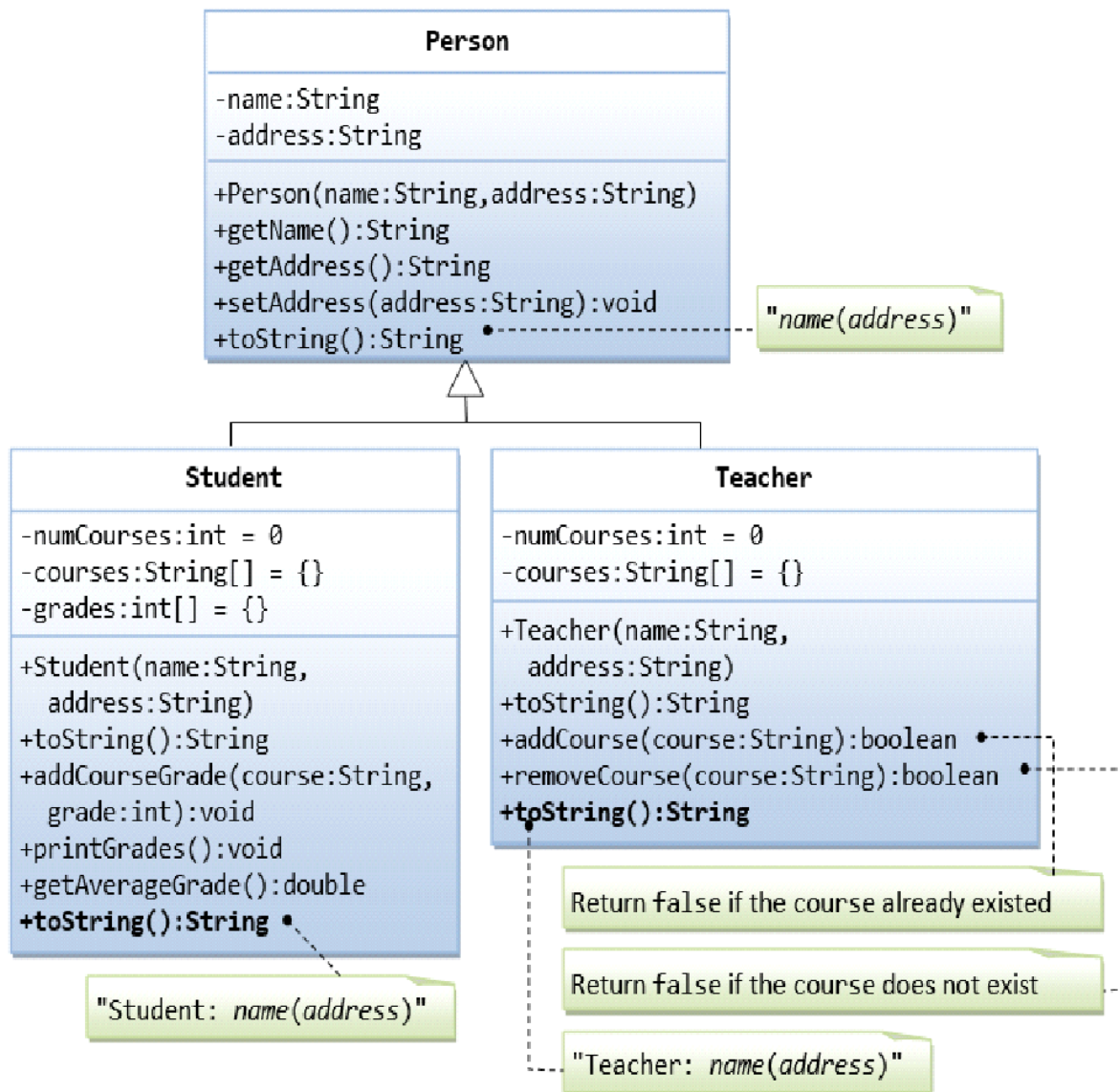
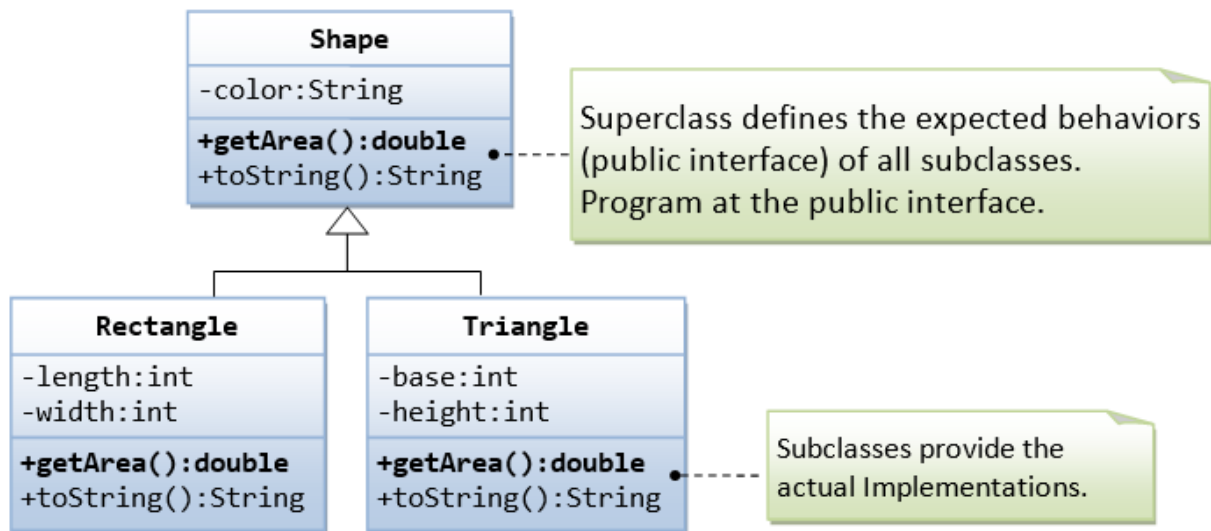


## Design these Three Classes



## (polymorphism)



Suppose that our program uses many kinds of shapes, such as triangle, rectangle and so on. We should design a superclass called `Shape`, which defines the public interfaces (or behaviors) of all the shapes. For example, we would like all the shapes to have a method called `getArea()`, which returns the area of that particular shape.

Design those 3 classes

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Now Modify `Shape` class to be an abstract class and have these two abstract methods to be like this and implement it

