

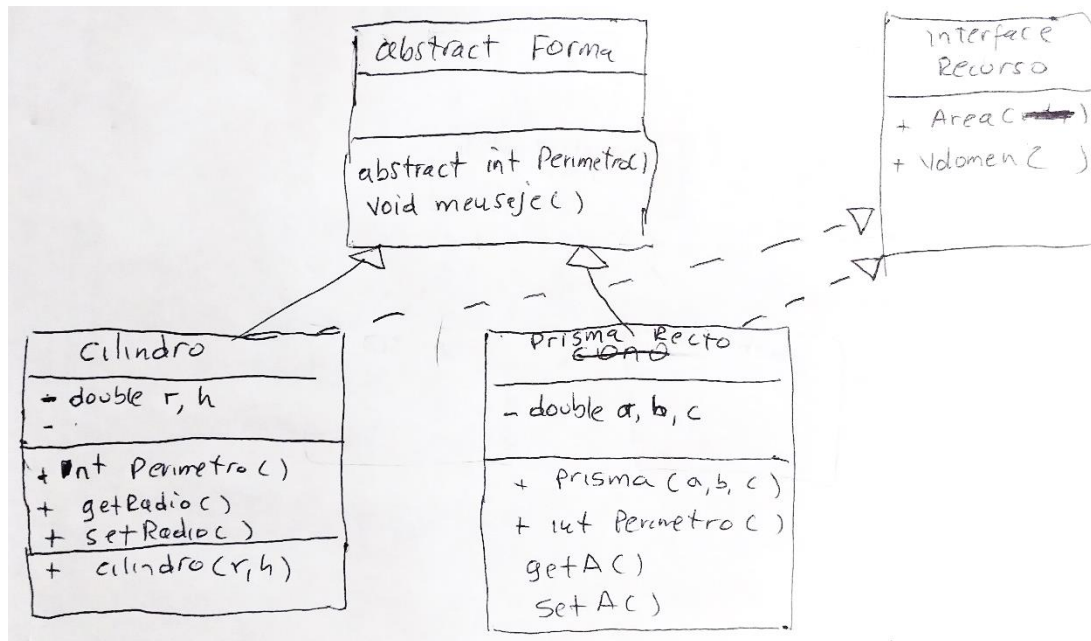
Lab: Abstract and Interfaces

Objectives

1. The notions of Abstract classes.
2. To use keyword implements to use an interface.
3. How constructors are used in inheritance hierarchies

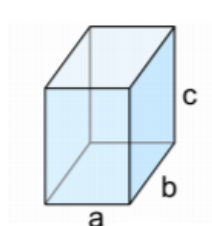
Exercise

1. Given the following class hierarchy:



Consider the formulas:

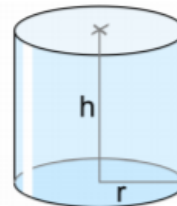
Prisma recto



$$A = 2a \cdot b + 2a \cdot c + 2b \cdot c$$

$$V = a \cdot b \cdot c$$

Cilindro



$$A_{TOTAL} = 2\pi r (h + r)$$

$$V = \pi \cdot r^2 \cdot h$$

- Perimeter in Cilindro mean the perimeter of the circle (base)
- Perimeter in Prisma mean the perimeter of one face (frontal of lateral)
- `getA()` mean obtain the value "a" in prisma.
- Method `mensaje()` print the message that you want.

Test your application with the appropriate code