# Exercise 3: Computing Area Using Interface

In this exercise, you will be implementing an interface that is used to compute the area of two different shapes

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## Problem Statement #

In this exercise, you have to implement the *interface* `IShape`.

`IShape` should have:

- A method called `ComputeArea()`

This interface will then be implemented by **two** classes `Rectangle` and `Triangle`.

For both the *classes* you need to:

- Modify their declaration so that they inherit from the interface `IShape`.
- Define their *constructors*.
- Implement the `ComputeArea()` method to calculate the areas of the respective shapes.

**Write your code below**. It is recommended that you try solving the exercise yourself before viewing the solution.

**Good Luck!**

```
using System;

//interface IShape
public interface IShape {
```

```
  //declare method here
}


//class Rectangle
//change the declaration such that it inherits from the interface
public class Rectangle {
  //declare private members here
  public Rectangle(double length, double width) {
    //define the constructor here
  }
  public double ComputeArea() {
    //define the method here and return the correct answer
    return -1;
  }
}

//class Triangle
//change the declaration such that it inherits from the interface
public class Triangle {
  //declare private members here
  public Triangle(double length, double width) {
    //define the constructor here
  }
  public double ComputeArea() {
    //define the method here and return the correct answer
    return -1;
  }
}
```