13.04 Assignment Instructions

Instructions: Modify the Rectangle, Box, and cube classes.

1. Create a folder called **13.04 Assignment** in your module 13 assignments folder.
2. Add a **`toString()`** method that gives the name of the class followed by the dimensions.
3. Also add an **`equals()`** method to the classes, so that you can determine when two Rectangles, Boxes, or cubes are equal based on the values of their dimensions. Cube should inherit the equals method of the Box class rather than override it.
4. Name your new classes **`Rectangle3`**, **`Box3`**, and **`cube3`**. Save the files as **Rectangle3.java**, **Box3.java**, and **cube3.java**.
5. Create a testing class called **`testNew`** that tests your new versions. Add an appropriate **`main()`** method.
6. Include a **`showEffectBoth()`** method, to help you test your classes. Write it similar to the **`showEffectBoth()`** method from the lesson. Remember to demonstrate that the **`equals()`** methods work.

   Output from your program will be similar to: