

28.09.2017

SE – 313 Lab 1

- 1- Review the code then **derive Abstract 3DShape** class from Shape.
- 2- **Derive Cube , Cylinder** and **3D-Rectangle** class from **3DShape** class.
- 3- Create **interface** to calculate volume and implement necessary code to calculate correct value of volume for **all types of 3-D shapes**.
- 4- Create another **interface** to calculate maximum distance of given points of the **3-D Rectangle** and **Cube**.