Mobile App Development

Tutorial Assignment: Java OOP for Android Platform

Write a Java program that implements three classes `Rectangle`, `Circle`, and `Square`. These classes represent different shapes. All these classes shall have suitable constructors, a position given in (x,y)-coordinates, and two methods `area` and `circumference`.

Design a suitable inheritance hierarchy for these classes with the class `Shape` as the base class (superclass). Add the required data and function members in the appropriate places (try to avoid unnecessary replications in derived classes). Use the type `float` to represent coordinates.

An example:

Compile and run this application on the AVD and/or Android smartphone.