**Code :**

package Oopct;

public class Polygon {

    protected String name;

    Polygon(String name)

    {

        this.name=name;

    }

    public void draw()

    {

        System.out.println("Drawing a " + name);

    }

}

package Oopct;

public class Triangle extends Polygon {

    protected double s1, s2, s3;

    public Triangle(String name, double s1, double s2, double s3)

    {

        super(name);

        this.s1 = s1;

        this.s2 = s2;

        this.s3 = s3;

    }

    @Override

    public void draw()

    {

        System.out.println("Drawing a triangle with sides " + s1 +"," + s2+ "," + s3);

    }

}

package Oopct;

public class Circle extends Polygon{

    protected double radius;

    public Circle(String name, double radius)

    {

        super(name);

        this.radius = radius;

    }

    @Override

    public void draw()

    {

        System.out.println("Drawing a circle with radius " + radius);

    }

    }

package Oopct;

public class Rectangle extends Polygon {

    protected double width,height;

    public Rectangle(String name, double width, double height)

    {

        super(name);

        this.width = width;

        this.height = height;

    }

    @Override

    public void draw()

    {

        System.out.println("Drawing a rectangle with width " + width + " and height " + height);

    }

}

package Oopct;

public class Square extends Rectangle{

    public Square(String name, double side)

    {

        super(name,side,side);

    }

    @Override

    public void draw()

    {

        System.out.println("Drawing a square with side " + width);

    }

}

package Oopct;

public class Test {

    public static void main(String[] args)

    {

        Polygon circle = new Circle("Circle", 15);

        Polygon triangle = new Triangle("Triangle", 10, 20, 30);

        Polygon rectangle = new Rectangle("Rectangle", 10, 5);

        Polygon square = new Square("Square", 40);

*// Call the draw() method on each object*

        circle.draw();

        triangle.draw();

        rectangle.draw();

        square.draw();

    }

}