**Abstract class exercise**

Write a java program for the following abstract class **SHAPE** with abstract method **calculateArea()** and concrete method with **display()** with a message **“ I am the display method in SHAPE class”**

Define classes **Rectangle, Circle and Triangle** inherited by the abstract class SHAPE. Create the objects in the main class for the classes Rectangle, Circle and Triangle. Invoke the methods calculateArea() and display() to display respective area of the classes Rectangle, Circle and Triangle

