

Exercise 06 - OOP: Inheritance & Polymorphism

Create the header file named `Shape.h`, define each problem in it. Afterward, test each concrete class.

1. In the namespace `dsw`, define Interface `Shape2D` that contains
 - a public pure virtual double constant method named `area()` that takes no parameters.
 - a public pure virtual double constant method named `perimeter()` that takes no parameters.
 - a public pure virtual string constant method named `toString()` that takes no parameters.
 - a friend overloaded ostream operator that displays the invocation of the `toString()` method.
2. In the namespace `dsw`, define abstract class `RegularPolygon` that publicly inherits `Shape2D` and contains
 - a private double field named `lth`.
 - a public default constructor that assigns 1 to `lth`, respectively.
 - a public copy constructor.
 - a public overloaded assignment operator.
 - a public empty destructor.
 - a public double constant method named `length()` that takes no parameters and returns `lth`.
 - a public pure virtual integer constant method named `sides()` that takes no parameters.
 - a public void method named `length()` that takes a double parameter. It assigns the parameter to `lth` only if the parameter is positive.
 - a public overridden `perimeter()` that returns the product of `lth` and the invocation of `sides()`.
3. In the namespace `dsw`, define class `Square` that publicly inherits `RegularPolygon` and contains
 - a public overridden `sides()` method take returns 4.
 - a public default constructor that assigns 1 to `lth`.
 - a public overloaded constructor that takes a double parameter and assigns it to `lth` only if the parameter is positive; otherwise, it assigns 1 to `lth`.
 - a public copy constructor.
 - a public overloaded assignment operator.
 - a public empty destructor.
 - a public overridden `area()` that returns the square of `lth`.
 - a public overridden `toString()` that returns a string in the format

[[*x*]]

where *x* is the value of `lth` with 2 decimal points.