```csharp
using System;

class Programm
{
        static void Main()
        {
                // Пример использования класса Circle
                Color circleColor=new Color(255,0,0);
                circle circle = new circle(5, circleColor);
                Console.WriteLine(circle);
        }
}
using System;
public class circle : figure
{
        private static string name = "circle";
        private int radius;
        private Color color;

        public circle(int r, Color c)
        {
                this.radius = r;
                this.color = c;
        }

        public override double calc_square()
        {
                return Math.PI * Math.Pow(radius, 2);
        }

        public static string get_name()
        {
                return name;
        }
```

```csharp
        public override string ToString()
        {
            return $"Name: {get_name()}; radius: {radius}; RGB: {color.Red},{color.Green},{color.Blue}; square: {calc_square()}";
        }
}
public class Color
{
        public int Red;
        public int Green;
        public int Blue;
        public Color(int red, int green, int blue)
        {
            Red = red;
            Green = green;
            Blue = blue;
        }
}
using System;

public abstract class figure
{
        public abstract double calc_square();
}

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

public class rectangle : figure
{
        private string name = "Rectangle";
        private double width;
```

```csharp
        private double height;
        private Color color;
        public rectangle(double w, double h, Color c)
        {
                width = w;
                height = h;
                color = c;
        }
        public override double calc_square()
        {
                return width * height;
        }
        public string get_name()
        {
                return name;
        }
        public override string ToString()
        {
                return $"Name: {get_name()}; width: {width}; height: {height}; RGB:
{color.Red},{color.Green},{color.Blue}; square: {calc_square()}";
        }
}
using System;
public class square : figure
{
        private static string name = "circle";
        private int length;
        private Color color;

        public square(int r, Color c)
        {
                this.length = r;
                this.color = c;
        }
```

```csharp
        public override double calc_square()
        {
                return length*length;
        }


        public static string get_name()
        {
                return name;
        }


        public override string ToString()
        {
                return     $"Name:     {get_name()};     length:     {length};     RGB:
{color.Red},{color.Green},{color.Blue}; square: {calc_square()}";
        }
}
```