**Q4.Create an interface called Drawable with a method draw() that has no implementation. Implement this interface in classes Circle and Rectangle. Write a program that creates objects of Circle and Rectangle and calls the draw() method on each object.**

**=>package MockTest.MockTest2;  
  
import java.util.Scanner;  
  
*//Create an interface called Drawable with a method draw() that has no implementation. Implement this interface in classes Circle and Rectangle. Write a program that creates objects of Circle and Rectangle and calls the draw() method on each object.*interface Drawable {  
 void draw();  
}  
  
class Circle1 implements Drawable {  
 public void draw() {  
 System.*out*.println("Drawing a circle");  
 }  
}  
  
class Rectangle1 implements Drawable {  
 public void draw() {  
 System.*out*.println("Drawing a rectangle");  
 }  
}  
  
public class Q4 {  
 public static void main(String[] args) {  
 System.*out*.print("Enter drawable shape :");  
 Scanner sc=new Scanner(System.*in*);  
 String drawableShape=sc.next();  
 drawableShape=drawableShape.toLowerCase();  
  
 if (drawableShape.equals("circle")){  
 Circle1 circle = new Circle1();  
 circle.draw();  
  
 } else if (drawableShape.equals("rectangle")) {  
 Rectangle1 rectangle = new Rectangle1();  
 rectangle.draw();  
  
 }else System.*out*.println("Enter the currect drawable shape name");  
  
 }  
}**