

```
1  /**
2   * Abstract class AbstractShape - a skeleton for all of the shapes.
3   *
4   * @author (Kurt Mueller & Dennis Pavlyuk)
5   * @version (9/12/2019)
6   */
7  public abstract class AbstractShape implements TwoDShape, ThreeDShape {
8      protected static double numShapesCreated;
9      public void incrementNumShapesCreated(){numShapesCreated++;}
10
11     public double getNumShapesCreated() {return numShapesCreated;}
12
13     public abstract double area();
14
15     public abstract double perimeter();
16
17     public abstract double volume();
18 }
19
```