Project – Polymorphism

1) Review the material about polymorphism
2) Copy your geometry205 package from Project 2 into a new Java project.
3) Create a driver class. Create an array of shapes that includes the following (make sure you have a class for each of the shapes):
   a. a square with s=3
   b. a rectangle with l=5 w=3
   c. a circle with r=2
   d. a triangle with b=4 and h=6
4) Calculate the total area of the 4 shapes (using a for loop)
5) Demo your code by the end of class.

Your driver class should make use of polymorphic references when calculating the area.

Submission requirements:

- Include your name as a comment at the top of each source code file
- Make good use of whitespace/comments to make your implementation clear.
- In a well-formatted .doc, .pdf, or .txt file, briefly describe your implementation & class hierarchy, give sample output, and include your abstract class and the part of your code that uses polymorphism.
- Upload a zip file with your code. The easiest thing is to zip your entire project directory. Do not use .rar.
- Include your first and last name in the .zip filename
- Upload your implementation/output document to Canvas **separately** from your code. You can turn in a hard copy if you prefer.

Be prepared to demo your project in class following the due date.