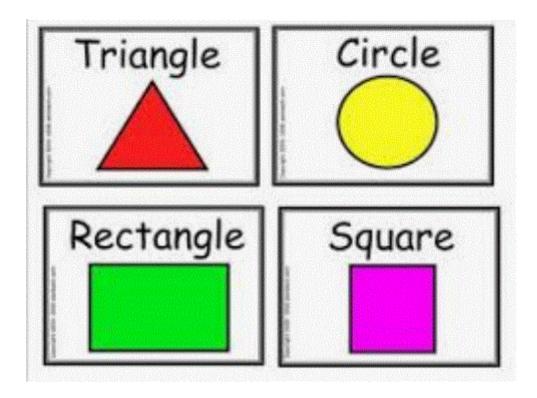
Challenge - Programming to an interface



1.

Create an **interface** *IMyShape.java* to represent a shape. The interface should include the method signatures

double calculatePerimeter();

double calculateArea();

String getShapeName();

2.

Develop three classes, each of which implements the *IMyShape* interface. The classes should represent a **circle**, **square** and **rectangle** respectively. Choose appropriate instance variables for each class and initialise these in the constructor of each.

3.

Create a class to for an *ad hoc* test of the implementations.

In the **main** method of the class randomly generate ten shapes (a mixture of circles, squares and rectangles) and store them in an array or arraylist.

Few hints:

```
//array to hold shapes of all three types
IMyShape myShape[] = new IMyShape[NUMBER OF SHAPES];
so.. this may be useful...
//array to hold shapes of all three types
IMyShape myShape[] = new IMyShape[NUMBER_OF_SHAPES];
//create random number generator
Random generator = new Random();
int temp = 0;
//randomly create the shapes and store in array
for (int loop=0;loop<NUMBER OF SHAPES;loop++){</pre>
    temp = generator.nextInt(3);
    switch (temp) {
         case 0 : myShape[loop] = new MyCircle(generator.nextDouble()*generato
         case 1 : myShape[loop] = new MySquare(generator.nextDouble()*generato
         case 2 : myShape[loop] = new MyRectangle(generator.nextDouble()*
                 generator.nextInt(10),generator.nextDouble()*generator.nextIn
    }
}
```

4.

Also in the main method, write a loop that displays the name, area and perimeter of each shape in the array / arraylist.

Remember we are programming to the interface so ... so the output loop will look something like this...

```
for (IMyShape shape : myShape){
    System.out.print(shape.getShapeName());
    etc....
}
```

IMyShape.java (https://canvas.qub.ac.uk/courses/11041/files/1074280/download?wrap=1) ↓ (https://canvas.qub.ac.uk/courses/11041/files/1074280/download?download_frd=1)

<u>MyCircle.java (https://canvas.qub.ac.uk/courses/11041/files/1074281/download?wrap=1)</u> ↓ (https://canvas.qub.ac.uk/courses/11041/files/1074281/download?download_frd=1)

<u>MyRectangle.java</u> (https://canvas.qub.ac.uk/courses/11041/files/1074285/download?wrap=1) ↓ (https://canvas.qub.ac.uk/courses/11041/files/1074285/download?download_frd=1) <u>MySquare.java</u> (https://canvas.qub.ac.uk/api/v1/canvadoc_session?

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MyController.java (https://canvas.qub.ac.uk/courses/11041/files/1074279/download?wrap=1) ↓ (https://canvas.qub.ac.uk/courses/11041/files/1074279/download?download frd=1)