

**Baku Higher Oil School**  
**Programming and Computer Applications-2**  
**Instructor : PhD, Associate Professor Leyla Muradkhanli**  
**Lab.work 7. Polymorphism**

Implement the following **Geometry** hierarchy.

Each subclass of **Polygon** might inherit or have its own method for computing the **area** and **perimeter**.

Each call to **Area** uses the **Area** method of that object.

Each call to **Perimeter** uses the **Perimeter** method of that object.

Create a program and determine whether geometry is **Polygon** or **Circle**. If a shape is **Polygon**, display its **area** and **perimeter**.

If a shape is a **Circle**, display its **area** and **circumference**.

