

**Problem Statement**

* Create an interface IShape

Attributes: area, colour, perimeter, type

Methods: calculate the area, calculate the perimeter, draw the shape

* Implement the following inheritance

Rectangle->IShape

Square->Rectangle

* Implement two draw methods which will take IShape and message as parameter resp. (Compile-time Polymorphism).
* Implement composition: Shape has a Renderer. Renderer is a class that contains draw methods.
* Implement runtime polymorphism in Square class by implementing the calculate area method.
* Please fill up Triangle and circle classes based on it
* Goal to be able to print the area and perimeter of Triangle and Circle
* Also, please complete the UML diagram of the whole project and revise the concepts, discuss with your friends their design

Proprietary content. ©Great Learning. All Rights Reserved. Unauthorized use or distribution is prohibited.