Circle Lab

**Finish:**

public class Circle extends Shape

{

//You must write the methods:

public void move(double xLoc, double yLoc);

public void stretchby (double factor);

public abstract double getArea();

public abstract void draw (Pen p);

}

Call all of the methods that you wrote. Example main is:

public class TestShapes

Rewrite toString to include the Area and print a circle object.

Wheel – must have spokes and a way for the User to set the number of spokes. Display a Wheel in the same sample main.

You are responsible to:

●Print the circle Class (I will initialize the printed class)

●Get the Teachers initials once you run the sample main and call all functions you wrote.

●Print Wheel class.