

## Lab #9

Suppose we want to implement a drawing program that creates various shapes using keyboard characters. Implement an **abstract** base class `DrawableShape` that knows the center (two integer values) and the color (a string) of the object. Give appropriate accessor methods for the attributes. You should also have a mutator method that moves the object by a given amount. The **abstract** draw method will need to be defined in the concrete subclasses.

Create a class `Square` derived from `DrawableShape`. A `Square` object should know the length of its sides. The class should have an accessor method and a mutator method for this length.

Although characters are taller than they are wide, so the number of characters in the vertical sides will differ from the number in the horizontal sides, you need not worry about this detail when drawing the square.