

Programming Assignment 4-2

Use the code in this lab4 folder as a starting point.

Add a new class `Rectangle` having instance variables `width` and `length` of type `double` to the `good` package. `Rectangle` should inherit from `ClosedCurve`. Implement the `computeArea` method, as appropriate. Modify the `Test` class so that the area of `Rectangle` instance is also computed.

The `Triangle` class provided in this lab accepts in its constructor three sides instead of a base and height.

For your test, use these dimensions for your closed curves:

triangle: sides 4, 5, 6
square: side 3
rectangle: width 3, length 7
circle: radius 3

Output should look like this:

```
The area of this Triangle is 9.921567416492215
The area of this Square is 9.0
The area of this Rectangle is 21.0
The area of this Circle is 28.274333882308138
```