**Shape Generator**

**Project Summary**

This program allows the user the pick from one of three objects. A square, diagonal line, and a triangle. The user then is asked to enter a number that will be the size of the object and then the program will create a shape of that size. The program will continue to ask to create another shape until the user states no.

**Running the Program**

This program requires Java to run. To execute the program simply run the executable file.

**Classes Documentation**

This program contains 1 class which is the main fucntion

**Class: Main**

This is a user defined class that holds all of the information for a specific release event.

**Constructor**

There is no Constructor considering the entire program is run inside of the main function

**Attributes**

| **Attribute** | **Description** |
| --- | --- |
| Char start | Decides whether the program will run or not |
| Int size | Determines the size of the objected to be created. |
| Int length | Determines length of the box object |
| Int width | Determines width of box object |
| Int row | Determines the row that a piece of the diagonal line will be places on |
| Int col | Determines the Column that a piece of the diagonal line will be places on |
| Int space | Determines the amount of blank space for each row when creating triangle object |

**Methods**

| **Returns** | **Method** |
| --- | --- |
| Chat | **Return** |
|  | *Returns a given value to the program usually to be assigned to a variable or used as an output* |