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REAL KINETIC

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```
const circ1 = Shape.Circle(Point(2, 3), 6.5)
const circ2 = Shape.Circle(Point(5, 1), 3)
```

```
const rect1 = Shape.Rectangle(Point(1.5, 9), Point(7, 7))
const rect2 = Shape.Rectangle(Point(0, 3), Point(3, 0))
```

```
console.log('Is circ1 a circle?', circ1.tag === CircleTag) // true
console.log('Is circ2 a circle?', circ2.tag === CircleTag) // true
console.log('Is rect1 a rectangle?', rect1.tag === RectangleTag) // true
console.log('Is rect2 a rectangle?', rect2.tag === RectangleTag) // true
```

```
const rect3 = Shape.Rectangle(Point(1, 2), 9) // ERROR: corner2 must be a Point
```

# Pattern Matching

```
const circ1 = Shape.Circle(Point(2, 3), 6.5)
const circ2 = Shape.Circle(Point(5, 1), 3)

const rect1 = Shape.Rectangle(Point(1.5, 9), Point(7, 7))
const rect2 = Shape.Rectangle(Point(0, 3), Point(3, 0))

console.log('Is circ1 a circle?', circ1.tag === CircleTag) // true
console.log('Is circ2 a circle?', circ2.tag === CircleTag) // true
console.log('Is rect1 a rectangle?', rect1.tag === RectangleTag) // true
console.log('Is rect2 a rectangle?', rect2.tag === RectangleTag) // true

const rect3 = Shape.Rectangle(Point(1, 2), 9) // ERROR: corner2 must be a Point
```