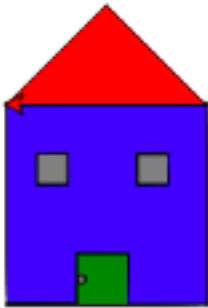


My Output:



Class Hierarchy:

The polygon class is the parent class which is inherited in the subsequent triangle and rectangle classes. Circle does not inherit polygon because it is optimized to draw vertically and horizontally and parallel lines, circle draws circular motion.