

## Task 1

We want to create a program called paint like the one you have on your computer

Create an abstract class called Shape

The class has some properties – Name, Id , Opacity , Color

The opacity is an enum Type having 3 values “Solid-SemiSolid-Transparent”

The color is an enum having 5 values “Red – Green – Yellow – Blue – Orange “

The abstract class has an abstract method called CalculateArea();

And a virtual method called ShowShapeData();

Create three classes inherit from it circle – square – rectangle

The square has property width

The circle has property diameter and a field called PI equals 22 / 7

The rectangle has two properties length and width

Create constructors storing all properties and show data for all shapes

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## Task 2

Create a static class called Math

The class has the following methods :

Power(2) – Power(n) – SquareRoot – MaxNumber(takes two numbers returns the biggest) – MinNumber

Absolute

Use google search on how to create these methods mathematically