

Shape.java

```
1 public abstract class Shape {  
2     protected String shapeName;  
3  
4     public Shape(String shapeName) {  
5         this.shapeName = shapeName;  
6     }  
7  
8     public abstract double calculateArea();  
9     public abstract double calculatePerimeter();  
10  
11     public void displayShape() {  
12         System.out.println("\nShape Selected: " + shapeName);  
13     }  
14 }  
15
```