**JAVA PRACTICE TEST**

4 PILLARS OOP (Abstraction - Encapsulation - Polymorphism - Inheritance)

A system called "Figures" must be built, it will have an abstract class called Shape , this class allows managing the methods to calculate the area and perimeter of geometric figures. At the moment the system will have the following figures: Circle, rectangle and triangle. It should be taken into account that more figures may be added in the future. Apply the four pillars of object-oriented programming to calculate the area and perimeter of the figures mentioned above. Create the necessary parameters to implement the methods in each class.

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| --- |
| input parameters |
| Rectangle : (5,3)  Square: (17)  Circle : (16.6667) |

