**Writing code to finish the following Programming Exercises in textbook.**

(*Enable* ***Rectangle*** *comparable*) Rewrite the **Rectangle** class in slide 4 of chapter 13 to extend **GeometricObject** and implement the **Comparable** interface. Override the **equals** method in the **Object** class. Two **Rectangle** objects are equal if their areas are the same. Draw the UML diagram that involves **Rectangle**, **GeometricObject**, and **Comparable**.

Links to the GeometricObject, Circile, Rectangle and TestGeometricObject as follows:

<https://liveexample.pearsoncmg.com/html/GeometricObject.html>

<https://liveexample.pearsoncmg.com/html/Circle.html>

<https://liveexample.pearsoncmg.com/html/Rectangle.html>

<https://liveexample.pearsoncmg.com/html/TestGeometricObject.html>