

1. Create a rectangle class with length and breadth and Circle class with radius as non static variables
2. Provide setters and getters.
3. Provide a function called getArea function in rectangle and getperimeter function in circle and write logic for it.
4. Write a main function
 - a. Map is
 - i. Key is string
 - ii. Value is an object.
 - b. Show a menu as follows
 - i. Add to map
 - ii. view a map
 - iii. Tell how many objects are there
 - iv. Exit.
 - c. When we tell add to map
 - i. Ask for a string which will be the key
 - ii. Show a menu further
 1. Rectangle
 2. Circle
 - iii. If user tells rectangle ask for len and breadth and create an object of the rectangle and ad to the map keeping the above string as key, rectangle object as value.
 - iv. If user tells circle ask for radius and add to the map, key being the string given and value is the circle object.
 - d. When view, ask for the key, if the value turns out to be rectangle object, calculate area and print it in case object turns out to be a circle print perimeter
 - e. When user selects iii, number of objects, print the total number of rectangle and circle objects in the map.
 - f. Exit should exit.