

```
class Shape {  
    public void draw() {  
        System.out.println("Drawing shape");  
    }  
    public void erase() {  
        System.out.println("Erasing shape");  
    }  
}  
  
class Circle extends Shape {  
    @Override  
    public void draw() {  
        System.out.println("Drawing Circle");  
    }  
    @Override  
    public void erase() {  
        System.out.println("Erasing Circle");  
    }  
}  
  
class Triangle extends Shape {  
    @Override  
    public void draw() {  
        System.out.println("Drawing Triangle");  
    }  
    @Override  
    public void erase() {  
        System.out.println("Erasing Triangle");  
    }  
}  
  
class Square extends Shape {
```

```
@Override  
public void draw() {  
    System.out.println("Drawing Square");  
}  
  
@Override  
public void erase() {  
    System.out.println("Erasing Square");  
}  
}  
  
public class Main {  
    public static void main(String[] args) {  
        Shape circle = new Circle();  
        Shape triangle = new Triangle();  
        Shape square = new Square();  
        circle.draw();  
        circle.erase();  
        triangle.draw();  
        triangle.erase();  
        square.draw();  
        square.erase();  
    }  
}
```

Output: Drawing Circle

Erasing Circle

Drawing Triangle

Erasing Triangle

Drawing Square

Erasing Square