that picks which algorithm to pursue

# Final algorithm

0. add an algorithm

1. algorithm for simple △, □ and ○
   ↳ directly apply known formulas
2. create a rectangle around the given shape
   ↳ we go to step 2 if N≥1 doesn't work
3. get the excess shape and
4. run a check if the excess shape(s) include △ or □ → if yes, apply the normal formulas
   4.1. get the area (calculate length by height) of the outer □
   4.2. sum the areas of all excess shapes
   4.3. □ - excess shape = Area of Shape
5. if any of the excess shapes are not △ or □ then run the algorithm again (draw a rectangle outside the shape and run the check afterward to determine area) → do until we have the area of the initial excess shape
6. □ → initial outside rectangle − minus the area of the excess shape = AREA of SHAPE

* apply rules for figures that break the system (for example circles)