

# WMDD 4930

Object Oriented Design & Programming

Lab 8

**9.8 (*Quadrilateral Inheritance Hierarchy*)** Write an inheritance hierarchy for classes `Quadrilateral`, `Trapezoid`, `Parallelogram`, `Rectangle` and `Square`. Use `Quadrilateral` as the superclass of the hierarchy. Create and use a `Point` class to represent the points in each shape. Make the hierarchy as deep (i.e., as many levels) as possible. Specify the instance variables and methods for each class. The private instance variables of `Quadrilateral` should be the *x-y* coordinate pairs for the four endpoints of the `Quadrilateral`. Write a program that instantiates objects of your classes and outputs each object's area (except `Quadrilateral`).