Create the libraries and keep them saved with you. Further Graded and/or Non Graded Laboratory Exercises may be based on these. Moreover the future exercises may require, the libraries created here, to be referred and used to develop solutions.

Pract 2.1 Create a package SNU.geometryUtil. Define Classes For various 2-d shapes like Circle, Triangle, Square, Rectangle.

Create variables, required constructors, methods for calculating areas, perimeters, for each type of shape.

Create Mainclass having "public static void main()" method in another package. Create menu driven program asking user to create a new object of any of the shape, show him the count of each object created, asking him to show any property of any of the object, calculate area or perimeter of any object.