1. What is the purpose of Program.Main? Where is the meat of the UI logic?
2. Explain the overall purpose of DrawingManager.
   * Explain how the Run() loop works.
3. What is a Shape2D?
   * What classes currently derive from Shape2D?
   * Which methods and properties ***may*** be overridden by a class derived from Shape2D?
   * Are there any that you think ***must*** be overridden to make sense?
4. Where are the Circles and Rectangles stored as the drawing is built?
   * What type is this collection?
5. What methods / properties does the Circle override from its ancestor classes?
   * What “specialization” (additional properties/methods) has been added to Circle?
6. What methods / properties does the Rectangle override from its ancestor classes?
   * What “specialization” (additional properties/methods)has been added to Rectangle?
7. Describe the relationship between the Shape2D constructor and the constructors of the Circle and Rectangle.
8. Explain the code in DrawingManager that *draws* all of the shapes.
9. Explain the code in DrawingManager that *lists* the shapes.
   * How does simply printing out “shape” print a detailed description of the shape?

For the class:

* We got a new feature request. In addition to shapes, we need to capture, store and print text labels on our drawing. We also want to be able to and an image or sprite.
  + How should we implement this? Are these shapes (is-a)?
* We are also asked to determine the total area of all the shapes. Can we do that?