

## COMP 1451 Lab 8-a ( 2 points )

This lab is meant to be done in teams.

Chapter 1 of your textbook has a project called Shapes. Your task as a team is to refactor this project to improve its design, taking advantage of inheritance and polymorphism. DO NOT make any changes to the Canvas class. The refactored version should function much the same as the original except that when objects are created the field values must be passed as parameters.

DO NOT use protected or public access for any of the fields in the project. Fields must remain private.

Note that a class named “Shape” already exists in one of the Java packages imported by the Canvas class. If you create a new class, call it “GeometricShape”.

Demonstrate your completed project to your instructor or TA before leaving the lab and be sure we have checked it off for each member of the team. A suggested solution will be given during the next class and labs that have not been checked off will not receive any points.

If you have to miss class it is your responsibility to do the lab at home and submit it to the appropriate D2L dropbox before next class.