public static void main (String... args) {

Circle circle1 = new Shape(19);

Circle circle1 = new Circle(19);

Shape circle2 = new Circle(3);

Rectangle rect1 = new Triangle(1,4,1);

Triangle tri1 = new Triangle(1,4,1);

Polygon rect2 = new Rectangle(8,5,8,5);

Rectangle rec3 = new Shape(6,6,6,6);

Rectangle rec3 = new Rectangle(6,6,6,6);

Polygon tri1 = new Triangle(2,2,2);

Triangle tri2 = new Triangle(4,4,6);

Shape tri3 = new Triangle(2,2,2);

circle1 = circle2;

circle1 = (Circle)circle2;

rect2 = rect3;

tri1 = tri3;

tri1 = (Polygon)tri3;

cricle2 = tri3;

Not of a kind and syntax error

tri3 = tri2;

rect3 = new Shape(2,3,2);

rec3 = new Rectangle(2,3,2,3)

System.out.println(rect3.toString());

System.out.println(rec3.toString());

}