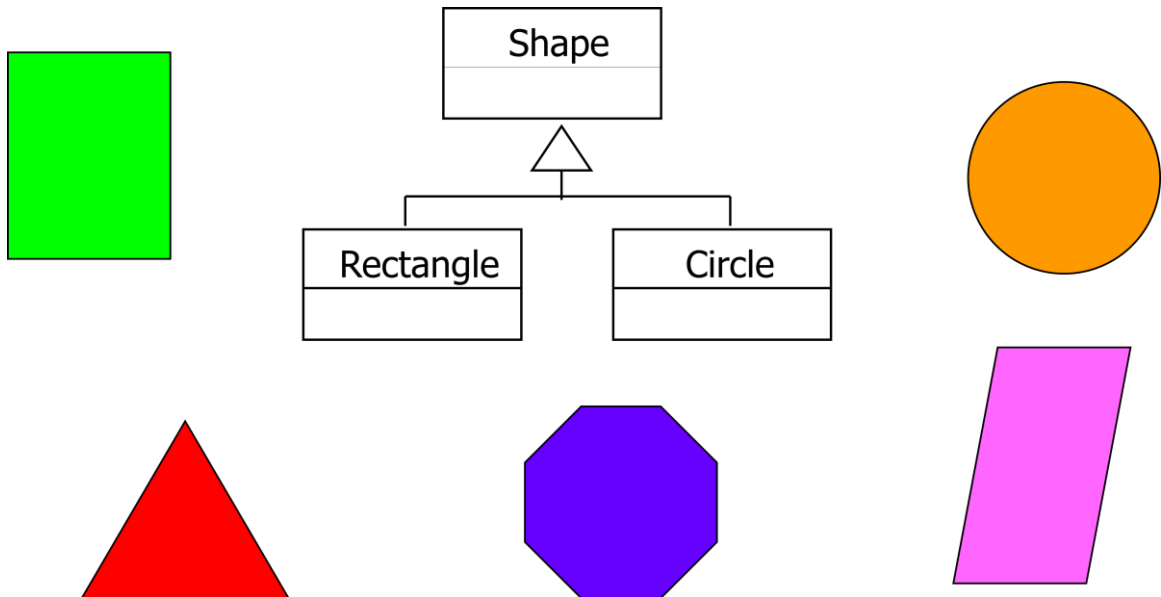


## Exercises for Chapter 8 – The C# Classes

### Exercise 1

#### Shapes Exercise

- In this exercise we'll enhance the **Rectangle** class.
- You should create a graphical object hierarchy, including **Rectangle** and **Circle** classes, with a common base class: **Shape**.



- Different shapes should support their specific functionality and properties (e.g. Width, Radius).
- However, all shapes should provide the following common functionality:
  - **Resize** - Changing size by a given percentage.
  - **Move** - Moving the center of the object in the plane. The shape should draw itself after being moved.
  - **Print** - Printing the following shape details:
    - geometric form
    - spatial location
    - Information specific to that shape (e.g. radius for a circle).
    - Note:
- The main program should create and manipulate different graphical objects.

## Exercise 2