```
/**
     * Class Driver test the Utility class.
 3
      * @author (Yaw Abaaho)
 4
 5
      * @version (3/29/19)
 6
 7
     import java.util.*;
8
    public class Driver
9
10
         public static void main(String[] args)
11
         {
12
             Scanner scan = new Scanner(System.in);
13
             Utility obj = new Utility();
14
             String shape = " ";
15
16
             boolean valid = true;
17
             while (shape!="")
18
              {
19
                  System.out.println("What kind of shape do you want to see "+
20
                      "\nS: for square"+
21
                      "\nSR: for right square"+
22
                      "\nSL: for left square"+
23
                      "\nSW: for wavy square");
24
                  shape = scan.next();
25
                  switch (shape.toUpperCase())
26
27
                      case "S":
28
                      valid = true;
29
                      break;
30
                      case "SR":
31
                      valid = true;
32
                      break;
33
                      case "SL":
34
                      valid = true;
35
                      break;
36
                      case "SW":
37
                      valid = true;
38
                      break;
39
                      default:
40
                      valid=false;
41
                  }
42
                  if(valid == true)
43
                  {
44
                      System.out.println("Enter a number between 3 and 10");
45
                      int num = scan.nextInt();
46
47
                      while (num<3 | | num>10)
48
49
                          System.out.println("Enter a number between 3 and 10");
50
                          num = scan.nextInt();
51
52
53
                      switch (shape.toUpperCase())
54
55
                          case "S":
56
                          obj.square(num);
57
                          System.out.println();
58
                          break;
                          case "SR":
59
60
                          obj.squareRight(num);
61
                          System.out.println();
62
                          break;
63
                          case "SL":
64
                          obj.squareLeft(num);
65
                          System.out.println();
66
                          break;
                          case "SW":
67
68
                          obj.squareWavy(num);
69
                          System.out.println();
```

```
70
                         break;
71
                          default:
72
                     }
73
                 }
74
                 else
75
                 {
76
                     System.out.println();
77
                     System.out.println("Enter S, SR, SL, or, SW");
78
                     System.out.println("Run the program again");
                     System.out.println("You entered \'" + shape +
79
80
                          "\' thank you for"+
                         " running the program");
81
82
                     shape="";
83
                 }
84
             }
85
         }
86
     }
```