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/* Chapter No. 08 - Project No. 05
   File Name:           Chapter08Project05.java
   Programmer:          Andrew Caldwell
   Date Last Modified:  Feb. 6, 2014
```

Problem Statement:

Stub out methods for Project 8.6

Overall Plan

- # Create base class
- \* use reflection to write code for me

Classes needed and Purpose

main class - Chapter08Project05

Figure - Abstract base class

Rectangle - Figure subclass

Triangle - Figure subclass

```
*/
```

```
public class Chapter08Project05 {
    public static void main(String[] args) {
        Figure r = new Rectangle();
        Figure t = new Triangle();
        r.center();
        System.out.println();
        t.center();
    }
}
```

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```
public abstract class Figure {
    void erase() {
        printClassAndCallingMethod();
    }
    void draw() {
        printClassAndCallingMethod();
    }
    void center() {
        printClassAndCallingMethod();
        erase();
        draw();
    }
    public void printClassAndCallingMethod() {
        Exception e = new Exception();
        e.fillInStackTrace();
        System.out.println(getClass().getName() + ": " + e.getStackTrace()[1].getMethodName());
    }
}
```

---

```
public class Rectangle extends Figure {
}
```

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```
public class Triangle extends Figure {
}
```

```
fish /Users/ajcaldwell/Dropbox/School/14/Spring2014/CS112/Week...
$ ~/D/S/1/S/C/W/w/Chapter08Project05 (master)> ./build.fish run 02/06/14
Running
Rectangle: center
Rectangle: erase
Rectangle: draw

Triangle: center
Triangle: erase
Triangle: draw
$ ~/D/S/1/S/C/W/w/Chapter08Project05 (master)> 02/06/14
```

*Test*