1. Create a program that writes on the console. A shape will be written on the console. This shape can a triangle, square, rectangle. The user will be able to choose from one of the 3. After that if the user presses the left key the whole shape will start moving to the left (right,down,up). If the shape goes to the corner it will bounce (if it goes to right it will start moving to left).

Follow all OOP standards and principles that we talked about. Create more than 3 inheritances

(you can start just by implementing it with a dot)