**Object Oriented Programming in Java (Lab 2)**

**Problem:**

Create a package SNU.geometryUtil. Define Classes For various 2D shapes like Circle, Triangle, Square, Rectangle. Create variables, required constructors, methods for calculating areas, perimeters, for each type of shape.

Create main class having “public static void main()” method in another package. Create menu driven program asking user to create a new object of any of the shape, show him the count of each object created in the class and calculate area or perimeter of the object.

**Structure:**

The package SNU.geometryUtil contains 4 classes: Circle, Square, Rectangle and Triangle

Default Package contains the Geometry class which contains the main function for the program.

**Input:**

The program is a menu driven program requiring the user to enter the option according to user's choice.

**Output:**

The program first asks which type of an object to create and then asks it's dimensions and then lets the user choose whatever operation the user wants to perform on it.