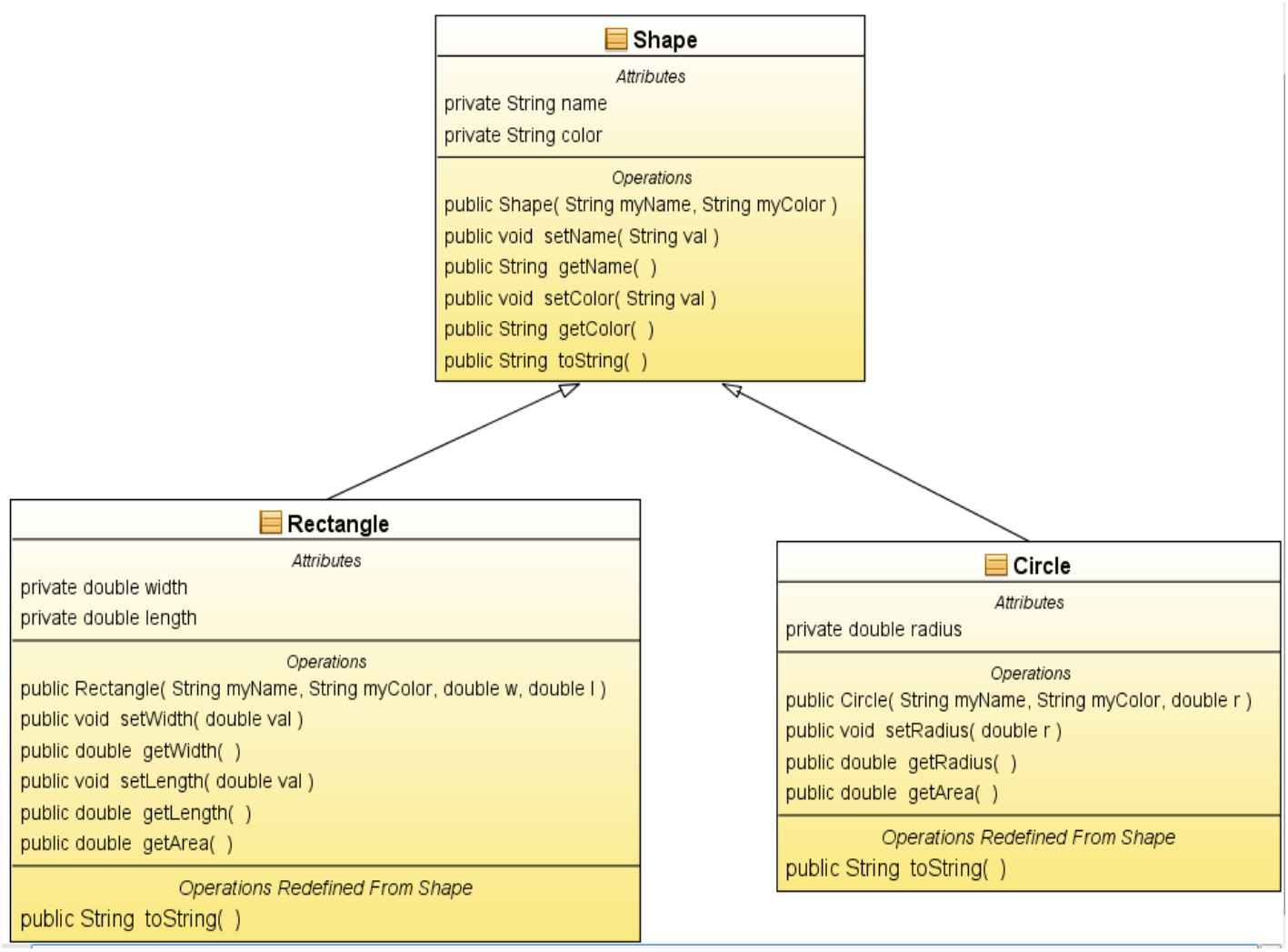
Lab Assignment#1

(Java Programming Practices)

(**Due on Tuesday, 9/28/2010, in Lab**)

Your name:	Score:

Complete **ShapeTest** project in which you must implement the following classes: *Shape* (a super class*), Circle*, *Rectangle*, and *ShapeTest* according to the following UML class diagrams. On the back of this page, you will find complete code for *Shape* and *ShapeTest* and you must NOT change the code. You may check the examples provided in today's class. (The circle radius, rectangle width and length must be a positive number, if a negative one is given, a default value of 1.0 should be used).



```
public class Shape {
    private String name;
    private String color;

    public Shape (String myName, String myColor){
        setName(myName);
        setColor(myColor);
    }

    public void setName(String val) { name = val; }

    public String getName() { return name; }

    public void setColor(String val) { color = val; }

    public String getColor() { return color; }

    public String toString() {
        return String.format("This is a %s %s",
          getColor(), getName());
    }
}
```

```
public class ShapeTest {
    public static void main(String[] args) {
        // TODO code application logic here

        Circle c1 = new Circle("Circle", "Red", -9.9);
        System.out.println(c1);

        Rectangle rec1 = new Rectangle("Rectangle", "Blue", -3.0, 3.3);
        System.out.println(rec1);

        Circle c2 = new Circle("Circle", "Green", 10.0);
        System.out.println(c2);

        Rectangle rec2 = new Rectangle("Rectangle", "Yellow", 10.0, 5.3);
        System.out.println(rec2);
    }
}
```