

Tester.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 public class Tester {
5
6     public static void main(String[] args) {
7         //Shape s = new Shape();
8         Shape s = new BasicShape();
9         s.drawShape();
10
11         Shape[] shapes = new Shape[11];
12         shapes[0] = new BasicShape();
13         shapes[1] = new BasicShape(4);
14         shapes[2] = new BasicRectangle(0,2,3);
15         shapes[3] = new BasicRectangle(2,3,4);
16         shapes[4] = new HollowRectangle(0,4,4);
17         shapes[5] = new HollowRectangle(5,5,5);
18         shapes[6] = new CheckeredRectangle(0,7,7);
19         shapes[7] = new CheckeredRectangle(5,10,10);
20         shapes[8] = new BasicTriangle(0,3);
21         shapes[9] = new UpsideDownTriangle(3,5);
22         shapes[10] = new HollowTriangle(6,7);
23         for(int i=0;i<shapes.length;i++)
24         {
25             if(shapes[i] != null)
26             {
27                 shapes[i].drawShape();
28                 //shapes[i].drawShapeAt(i);
29             }
30         }
31     }
32 }
33 }
34
```