[Lab - Practice #1]

• **Polygon**
  
  • Input: lower left coordinate, upper right coordinate
  
  • Output: area of rectangle
  
  • Code must contains 3 classes; Polygon, Rectangle, Point
  
  • Rectangle class inherits from Polygon class

  ```
  $ ./.randRange
  1, 1, 10, 15
  126
  ```
  
  • e.g.