**The laboratory work 12**

Develop a program that implements work with classes.

1. The program must be developed as a console application on C # language.

2. Abstract class "Geometric figure" contains a virtual method to calculate the area of ​​the figure.

3. The "Rectangle" class is inherited from the "Geometric Shape" class. Width and height are declared as properties. The class should contain a constructor for the parameters "width" and "height".

4. The "Square" class is inherited from the "Rectangle" class. The class should contain a constructor along the length of the side.

5. The "Circle" class is inherited from the "Geometric Shape" class. Radius declared as a property. The class must contain a constructor by the parameter "radius".

6. For the classes "Rectangle", "Square", "Circle" override virtual method Object.ToString (), which returns as a string the main parameters of the figure and its area.

7. Develop an IPrint interface. The interface contains a Print () method, which takes no parameters and returns void. For the "Rectangle" classes, "Square", "Circle" implement inheritance from the IPrint interface. The overridden Print () method prints information to the console, returned by the overridden ToString () method.