Polymorphism

"many forms"

Shape
- draw()
- getArea()

Rectangle
- getArea()
- draw()

Circle
- getArea()
- draw()

Shape[] shapes = new Shape[10];

shapes[0] = new Rectangle(0, 0, 10, 10);
shapes[1] = new Circle(50, 50, 100);

for (int i = 0; i < shapes.length; i++)
    shapes[i].draw();
switch (choice) {
    case 0:
        break;
    case 1:
        break;
    case 2:
        break;
    default:
        \[3\]