Instructions: **Drawing Shapes** – Create 3 classes, a main class called **ShapeTester** (this will contain your main method), and 2 other classes, **Square**, and **Rectangle**. The classes should be defined as follows:

**Square:**
Your Square class should contain a single integer instance variable, **length**, that will hold the length of one side of the square, and a single method, **drawSquare()**, that will draw the square to the screen.

The **drawSquare()** method should use **nested for loops** to draw a square to the screen using a ‘*’ for each unit.

For example, a square with a **length** of 5 would look like this when drawn:

```
   * * * * *
   * * * * *
   * * * * *
   * * * * *
   * * * * *
```

(I've added spaces for formatting. The square that your program prints should not use any spaces.

**Rectangle:**
Your Rectangle class should contain two instance variables, **length**, and **height**, and two methods, **drawLine()**, that will print a single line to the screen, and **drawRectangle()** that will print the rectangle to the screen.

The **drawLine()** method should use a **for loop** and the **System.out.print()** method to draw a line **length** units long to the screen using ‘*’ for each unit.

For example, if **length** is equal to 10, the **drawLine()** method should print the following to the screen:

```
   * * * * * * * * * *
```

The **drawRectangle()** method should use a **for loop** and call the **drawLine()** method to print a rectangle to the screen.

For example, if **length** is equal to 10 and a **height** is 3, **drawRectangle()** would print the following:

```
   * * * * * * * * * *
   * * * * * * * * * *
   * * * * * * * * * *
```
ShapeTester:

In your main method:

1. Using a do-while loop, ask the user what shape they would like to create. The options are: “S” for square, “R” for rectangle, or any other key to exit.

2. If the user selects Square,
   1. Prompt them to enter the length of the side.
   2. Create an instance of the Square class (a variable of type Square), and set its length to the value entered by the user.
   3. Call the object's drawSquare() method.

3. If the user selects Rectangle,
   1. Prompt them to enter the length and height of the rectangle.
   2. Create an instance of the Rectangle class and set its instance variables to the values entered by the user.
   3. Call the object's drawRectangle() method.

4. Repeat the process until the user exits the loop.

5. Show your work to the TA to receive a grade.