

MyShape.java

```
import java.awt.Rectangle;

public class MyShape implements Shape {

    @Override
    public boolean contains(Point2D arg0) {
        // TODO Auto-generated method stub
        return false;
    }

    @Override
    public boolean contains(Rectangle2D arg0) {
        // TODO Auto-generated method stub
        return false;
    }

    @Override
    public boolean contains(double arg0, double arg1) {
        // TODO Auto-generated method stub
        return false;
    }

    @Override
    public boolean contains(double arg0, double arg1, double arg2, double arg3)
    {
        // TODO Auto-generated method stub
        return false;
    }

    @Override
    public Rectangle getBounds() {
        // TODO Auto-generated method stub
        return null;
    }

    @Override
    public Rectangle2D getBounds2D() {
        // TODO Auto-generated method stub
        return null;
    }

    @Override
    public PathIterator getPathIterator(AffineTransform arg0) {
        // TODO Auto-generated method stub
        return null;
    }
}
```

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```
@Override
public PathIterator getPathIterator(AffineTransform arg0, double arg1) {
    // TODO Auto-generated method stub
    return null;
}

@Override
public boolean intersects(Rectangle2D arg0) {
    // TODO Auto-generated method stub
    return false;
}

@Override
public boolean intersects(double arg0, double arg1, double arg2, double
arg3) {
    // TODO Auto-generated method stub
    return false;
}
}
```