The laboratory work 10

Create a C# program that represents the following UML class diagram. The diagram represents public, private, and protected attributes as well as class dependency and inheritance.

```
                                        ┌─────────────────────┐
                                        │     Rectangle       │
                                        ├─────────────────────┤
                                        │ #side1: double      │
                                        │ #side2: double      │
                                        └─────────────────────┘
         ┌──────────────────────┐
         │       Shape          │
         ├──────────────────────┤
         │ #c: Location         │
         ├──────────────────────┤
         │ +ToString(): string  │
         │ +Area(): double      │
         │ +Perimeter(): double │
         └──────────────────────┘
                                        ┌─────────────────────┐
                                        │       Circle        │
                                        ├─────────────────────┤
                                        │ #radius: double     │
                                        └─────────────────────┘
         ┌──────────────────────┐
         │      Location        │
         ├──────────────────────┤
         │ -x: double           │
         │ -y: double           │
         └──────────────────────┘
```