Create the Rectangle, Square, Triangle, and Circle classes.

Rectangle class: properties [length and width] constructor [two parameters to set length and width]

 Methods: double area() and double perimeter() both should calculate and return a double

Circle class: properties [radius] constructor [one parameter to set radius]

 Methods: double area() and double perimeter() both should calculate and return a double

Square class: properties [side] constructor [one parameter to set side]

 Methods: double area() and double perimeter() both should calculate and return a double

Triangle class: properties [base and height] constructor [two parameters to set base and height]

 Methods: double area() and double perimeter() both should calculate and return a double

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