Somewhere in the real world there is a description of squares and right angled triangles as follow:

**Squares** have four vertices (corners), have a perimeter, an area, can move themselves by adding an offset point to each corner, and can draw themselves.

**Right angled triangles** have three vertices (corners), have a perimeter, an area, can move themselves by adding an offset point to each corner, and can draw themselves.

Develop the common features (attributes and operations) of above descriptions into an **abstract** class `Shape`. Follow the **class design recipe**, and develop class `Shape` including the common features. Then, follow the class design recipe and develop subclasses `Square` and `RightAngledTriangle` based on discussion we had in Lecture03.