SPOT 1: Method Overloading (Compile-Time Polymorphism)

Create a class to calculate areas for different geometric shapes using the same method name.

HINT:

Create a class called ***`ShapeCalculator`*** with the following overloaded ***`calculateArea`*** methods

`calculateArea(double radius):` Calculates and returns the area of a circle

`calculateArea(double length, double width):` Calculates and returns the area of a rectangle

`cal`***`culateArea(double base, double height, boolean isTriangle):`*** Calculates and returns the area of a triangle