

2. Convert the following Java code into a UML diagram.

```
public class Rectangle extends Shape implements Shapelike {
    private double length;
    public double width;
    private int id;

    private static int nextId = 0; // Initialized nextId to 0

    public Rectangle(double length, double width) {
        this.length = length;
        this.width = width;
        nextId++;
        this.id = nextId;
    }

    public Rectangle() {
        this(1.0, 2.0);
    }

    public Rectangle(double length) {
        this(length, length);
    }

    public double getArea() {
        return length * width;
    }
}

public interface Shapelike {
    double getArea();
}

public abstract class Shape {
}
```