Exercises: Java 8 Interfaces

This is quite a bit easier than most recent exercises.

1. Start by making a normal Java-7-style application with these features:
   - An interface called RegularPolygon with two abstract methods: getNumSides and getSideLength.
   - A class EquilateralTriangle that implements the interface, has getNumSides return 3 and getSide-Length return an instance variable that is set by the constructor.
   - A class Square that implements the interface, has getNumSides return 4 and getSideLength return an instance variable that is set by the constructor.
2. Add a static totalSides method, that given a RegularPolygon[], returns the sum of the number of sides of all the elements.
3. Add two default methods:
   - getPerimeter (n * length, where n is the number of sides)
   - getInteriorAngle ((n-2)π/n in radians)
4. Make a few test cases.