```
1 /*
2  * Written by JJ Shepherd
3  */
4 public class UpsideDownTriangle extends BasicTriangle{
5     public UpsideDownTriangle()
6     {
7         super();
8     }
9     public UpsideDownTriangle(int aH, int aHe)
10    {
11        super(aH,aHe);
12    }
13    public void drawShape()
14    {
15        for(int i=0;i<super.getHeight();i++)
16        {
17            skipSpaces(super.getHSpace());
18            for(int j=i;j<super.getHeight();j++)
19            {
20                System.out.print("*");
21            }
22            System.out.println();
23        }
24    }
25 }
26
```