Principal

+ static main(String[] args): void

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Triângulo - base: double - altura: double - area: double + recebeBase(): void + recebeAltura(): void + calcArea(): void + mostraArea(): void + mostraAreaTComRetorno(): double Círculo - raio: double - area: double

- raio: double - area: double	- maiorD: double - menorD: double - area: double + recebeMaiorD(): void + recebeMenorD(): void + calcArea(): void + mostraArea(): void + mostraAreaLComRetorno(): double
+ recebeRaio(): void + calcArea(): void + mostraArea(): void + mostraAreaCComRetorno(): double	
Paralelogramo	
- base: double	Hexagono
- altura: double - area: double	- lado: double - area: double
+ recebeBase(): void + recebeAltura(): void	+ recebeLado(): void + calcArea(): void

Quadrado	Retângulo
- lado: double - area: double	- base: double - altura: double - area: double
+recebeLado(): void + calcArea(): void + mostraArea(): void + mostraAreaQComRetorno(): double	+ recebeBase(): void + recebeAltura(): void + calcArea(): + mostraArea(): + mostraAreaRComRetorno(): double
Losango	Trapezio
- maiorD: double - menorD: double - area: double	- maiorB: double - menorB: double - altura: double - area: double + recebeMaiorB(): void + recebeMenorB(): void + calcArea(): void + mostraArea(): void + mostraAreaTrComRetorno(): double
+ recebeMaiorD(): void + recebeMenorD(): void + calcArea(): void + mostraArea(): void + mostraAreaLComRetorno(): double	
Hexagono	Pentagono
lado: double area: double	perimetro: doubleapotema: doublearea
recebeLado(): void calcArea(): void mostraArea(): void	+ recebePerimetro(): void + recebeApotema(): void + calcArea(): void

+ calcArea(): void

+ mostraArea(): void

+ mostraAreaPeComRetorno