|  |
| --- |
| Shape |
| * centerx: double * centery: double |
| + getArea(): double  + getPermeter(): double  + setParameters (parameters:double…): void  + move (offsetX: double, offsetY: double): void  + getCenterx(): double  + getCentery(): double |

|  |
| --- |
| Circle |
| * radius: double |
| + Circle (double, double, double)  + getArea(): double  + getPerimetere(): double  + setParameters(double):void  + move(double,doube): void  + getCenterx(): double  + getCentery():double |

|  |
| --- |
| Triangle |
| * sidelength: double |
| + Triangle (double, double, double)  + getArea(): double  + getPerimetere(): double  + setParameters(double):void  + move(double,doube): void  + getCenterx(): double  + getCentery():double |

|  |
| --- |
| Square |
| * sidelength: double |
| + Square (double, double, double)  + getArea(): double  + getPerimetere(): double  + setParameters(double):void  + move(double,doube): void  + getCenterx(): double  + getCentery():double |

|  |
| --- |
| Pentagon |
| * sidelength |
| + Pentagon(double, double, double)  + getArea(): double  + getPerimetere(): double  + setParameters(double):void  + move(double,doube): void  + getCenterx(): double  + getCentery():double |