Quadrilateral

#sides: float*
#angles: float*

+Quadrilateral(s: float[4] , a: float[4])
+Quadrilateral(other: Quadrilateral&)
+~Quadrilateral()
+operator=(other:Quadrilateral&):Quadrilateral&
+isValid(): bool
+area(): float
+shapeType(): string
+operator()(): float   //returns perimeter
+operator float(): float //returns area
+operator«(out:outstream&,q:Quadrilateral&): ostream& //Print shape details

△

Trapezoid

+Trapezoid(s: float[4] , a: float[4])
+isValid(): bool
+area(): float
+shapeType(): string

△

Parallelogram

+Parallelogram(s: float[4] , a: float[4])
+isValid(): bool
+area(): float
+shapeType(): string

△

Rectangle

+Rectangle(s: float[4] , a: float[4])
+isValid(): bool
+area(): float
+shapeType(): string

△

Square

+Square(s: float[4] , a: float[4])
+isValid(): bool
+area(): float
+shapeType(): string