UML Diagram for Fun With Shapes

ShapeException

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shapeException ()

ShapeDescription

- shapeType : enum
- doubles

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shapeHandler()
+ getShapeType
+ getDoubles

FunWithShapes

+ main ()

Shape

Shape(ShapeDescription)
+ getArea()
+ getPerimeter

Triangle

+ sideA : int
+ sideB : int
+ sideC : int

+ area()
+ perimeter()

Rectangle

+ width : int
+ height : int

+ area()
+ perimeter

ShapeHandler

ShapeDescription : vector
Shape : vector

ShapeHandler()
+ convertDescriptionsToShapes()
+ SumOverAreas()
+ SumOverPerimeters()

Square

+ sideLength : int

+ area()
+ perimeter()

Circle

+ radius : float

+ area()
+ perimeter