**UML Diagram:**

**CHAPTER08-QUESTION:17:**

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| **point** |
| - x: int  - y: int |
| point(x: int , y: int) --- Default : x = 0,y= 0  getX(): int  getY(): int  distance(x1: int,y1: int,x2: int,y2: int): Float  isNearBy(p1: Float): bool  \_\_str\_\_(): String |

**CHAPTER12-QUESTION:01:**

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| **GeometricObject** |
| - color: str  - filled: bool |
| GeometricObject(color:Str, filled:Boolean) ---Default: color=green,filled=True  getColor():Str  setColor(color:Str):None  isFilled():bool  setFilled(filled:bool):None  \_\_str\_\_():str |

|  |
| --- |
| **Triangle** |
| - side1: float  - side2: float  - side3: float |
| Triangle (side1:float , side2:float,side3:float,color: str,  filled: bool)—Default:side1=1,side2=1,side3=1  getSide1():float  getSide2():float  getSide3():float  getArea():float  getPerimeter():float  \_\_str\_\_():str |