Quadrilateral
+sides: float[4] +angles: float[4]
+Quadrilateral(sides: float[4], angles: float[4]) +isValid(): bool {virtual} {const} +area(): float {virtual} {const} +operator==(other: Quadrilateral*): bool {const} +operator float(): float {const} +operator()(): float {const} «friend» operator«(out: std::ostream&, q: Quadrilateral*): std::ostream&
A
Trapezoid
+Trapezoid(sides: float[4], angles: float[4]) +isValid(): bool {virtual} {const} +area(): float {virtual} {const}
Parallelogram
+Parallelogram(sides: float[4], angles: float[4]) +isValid(): bool {virtual}{const} +area(): float {virtual} {const}
Rectangle
+Rectangle(sides: float[4], angles: float[4]) +isValid(): bool {virtual} {const} +area(): float {virtual} {const}
Square
+Square(sides: float[4], angles: float[4]) +isValid(): bool {virtual} {const} +area(): float {virtual} {const}