```
Color
             # color
    shape::Shape
+ ~Shape()
+ clone()
+ getColor()
+ getBottomLeft()
+ getTopRight()
+ setColor()
+ operator std::string()
+ homothety()
+ translation()
+ rotation()
+ area()
+ draw()
+ saveFile()
+ operator==()
+ operator!=()
shape::SimpleShape
  _points
#
+ ~SimpleShape()
+ clone()
+ getPoints()
+ getBottomLeft()
+ getTopRight()
+ setPoints()
+ operator std::string()
+ homothety()
+ translation()
+ rotation()
+ area()
+ saveFile()
+ operator=
+ operator!=()
   shape::Polygon
+ Polygon()
+ Polygon()
+ Polygon()
+ clone()
+ operator std::string()
+ homothety()
+ translation()
+ rotation()
+ area()
+ saveFile()
+ draw()
 operator==()
+ operator!=()
```