```
Color
            # color
    shape::Shape
+ ~Shape()
+ clone()
+ getColor()
getBottomLeft()
+ getTopRight()
+ setColor()
+ operator std::string()
+ homothety()
+ translation()
+ rotation()
+ area()
+ draw()
+ saveFile()
+ operator==()
+ operator!=()
          Λ
shape::SimpleShape
  points
+ ~SimpleShape()
+ clone()
+ getPoints()
+ getBottomLeft()
+ getTopRight()
+ setPoints()
+ operator std::string()
+ homothety()
+ translation()
+ rotation()
+ area()
+ saveFile()
+ operator==()
+ operator!=()
    shape::Circle
  radius
+ Circle()
+ Circle()
+ Circle()
+ clone()
+ getRadius()
+ getCenter()
+ getBottomLeft()
+ getTopRight()
 setRadius()
 operator std::string()
and 8 more...
```