UML

Shape

- id: int
- point: Point

+ Shape(id:int, point: Point)

+ getId(): int
+ getPoint(): int
+ setId(id: int): void
+ setPoint(point: Point): void
+ toParsableRow(): String
+ display(): void
+ getArea(): double

Point

- x: int
- y: int

+ Point()
+ Point(x: int, y: int)

+ getX(): int
+ getY(): int
+ setX(x: int): void
+ setY(y: int): void
+ toString(): String

W13

+ main(args: String[]) : void

ShapeDataFileManager

- filePath: String

+ ShapeDataFileManager(filePath: String)
+ writeToFile():boolean
+ parseFile():List<Shape>

Triangle

- leg1: double
- leg2: double

+ Triangle(id: int, point: Point
+ getLeg1(): double
+ getLeg2(): double
+ setLeg1(length: double): void
+ setLeg2(length: double): void
+ getArea(): double
+ toParsableRow(): String

Square

- size: double

+ Square(id: int, point: Point, size: double)
+ getSize(): double
+ setSize(size: double): void
+ getArea(): double
+ toParsableRow(): String

Circle

- radius: double

+ Circle(id: int, point: Point, radius: double
+ getRadius(): double
+ setRadius(radius: double) : void
+ getArea(): double
+ toParsableRow(): String