Right Triangle

-side1: double;

-side2: double;

+RTriangle

+RTriangle(doule,double,double)

+ calculate\_area() void

+getSide1() double

+getSide2() double

+hyp() double

+setSide1(double) void

+setSide2(double) void

+equal(RTriangle) bool

+print() void

+Cylinder(int, int, double, double)

+area()double

+getHeight() double

+setHeight(double)void

+equal(Cylinder)bool

+print()void

Shape

-area: double;

+Shape()

+Shape(double)

+getArea() double

+setArea(double) void

+print() void

Point

-x: int;

-y:int;

+Point()

+Point (int, int)

+getPointX() int

+getPointY() int

+equal(Point) bool

+setPointX(int) void

+setPointY(int) void

+print()void

Circle

-radius: double;

-center:Point;

+Circle()

+Circle (Point&, double)

+calculate\_area() void

+getRadius()double

+setRadius(double) void

+equal(Circle) bool

+print()void

+getPointX()int

+getPointY()int