Bryan Burns

UML Class Diagram for Close-Lab 6

*Geometric Object*

-color: String = “white”

-filled: boolean

-dateCreated: Date

#GeometricObject()

#GeometricObject(color: String, filled: boolean)

+getColor(): String

+setColor(color: String)

+setFilled(filled: boolean)

+isFilled(): boolean)

+getDateCreated(): Date

+toString(): String

*+getArea(): double*

*+getPerimeter(): double*

+compareTo(o: GeometricObject): int

+static max(geo1: GeometricObject, geo2: GeometricObject)

GeometricObject 🡪 Circle

-radius: double

Circle(double: radius)

Circle()

Circle(radius: double, color: String, filled: boolean)

+getRadius(): double

+setRadius(radius: double)

+getDiameter(): double

Geometric 🡪 Rectangle

-width: double

-height: double

Rectangle(width: double, height: double)

Rectangle()

Rectangle(width: double, height: double, color: String, filled: boolean)

+getWidth():double

+setWidth(width:double)

+getHeight():double

+setHeight(height:double)