QuadrilateralTest Quadrilateral point1: Point + QuadrilateralTest() point2: Point + main(String∏ args): void point3: Point point4: Point + <<constructor>> Quadrilateral(point1: Point, point2: Point **Point** point3: Point, point3, Point) + <<constructor>> Quadrilateral(xpoint1: double, ypoint1: double - x: double xpoint2: double, ypoint2: double y: double xpoint3: double, ypoint3: double xpoint4: double, ypoint4: double) + getX(): double + getPoint1(): Point + getY(): double + getPoint2(): Point + toString(): String + getPoint3(): Point + getPoint4(): Point + toString(): String **Trapezoid** - height: double + <<constructor>> Trapezoid(point1: Point, point2: Point point3: Point, point3, Point) + <<constructor>> Trapezoid(xpoint1: double, ypoint1: double xpoint2: double, ypoint2: double xpoint3: double, ypoint3: double xpoint4: double, ypoint4: double) + getHeight(): double + getSumOfTwoSides(): double + getArea(): double + toString(): String **Parallelogram** + <<constructor>> Parallelogram(point1: Point, point2: Point point3: Point, point3, Point) + <<constructor>> Parallelogram(xpoint1: double, ypoint1: double xpoint2: double, ypoint2: double xpoint3: double, ypoint3: double xpoint4: double, ypoint4: double) + getWidth(): double + getArea(): double + toString(): String Rectangle **Square** + <<constructor>> Square(point1: Point, point2: Point + <<constructor>> Rectangle(point1: Point, point2: Point point3: Point, point3, Point) point3: Point, point3, Point) + <<constructor>> Square(xpoint1: double, ypoint1: double + <<constructor>> Rectangle(xpoint1: double, ypoint1: double xpoint2: double, ypoint2: double xpoint2: double, ypoint2: double xpoint3: double, ypoint3: double xpoint3: double, ypoint3: double xpoint4: double, ypoint4: double) xpoint4: double, ypoint4: double) + toString(): String + toString(): String