

C Rectangle

- ◇ width
- ◇ height

- Rectangle (origin, width, height)
- getWidth ()
- getHeight ()
- transpose (dx, dy)
- rotate (origin, angle)

C Point

- x
- y

- Point (x, y)
- getX ()
- getY ()
- transpose (dx, dy)
- rotate (origin, angle)

□ origin

0..*

1..1

C Square

- Square (size)
- area ()

