|  |  |
| --- | --- |
| Shape  #name:String  #area:Double | Hangman |
| Shape()  +setName(name:String)  +getName():String  +getArea():double | Game()  +setPlayerguess(char:playerGuess)  +getSecret():String  +getOutput():String |

|  |  |
| --- | --- |
| Circle  -radius:double  +circle()  +computeArea():double  +setRadius(radius:double) |  |

|  |  |
| --- | --- |
| ShapeApp  area:double  c:Circle  radius:double  main() | TestApp  playerGuess:char  main() |