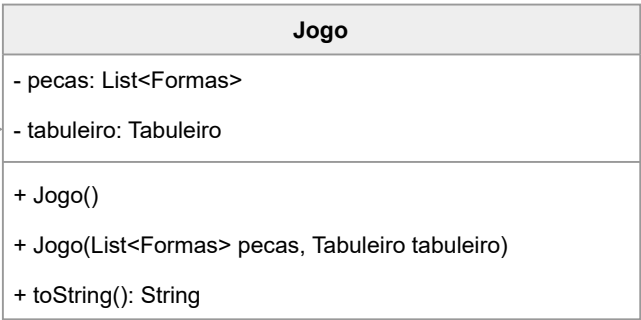
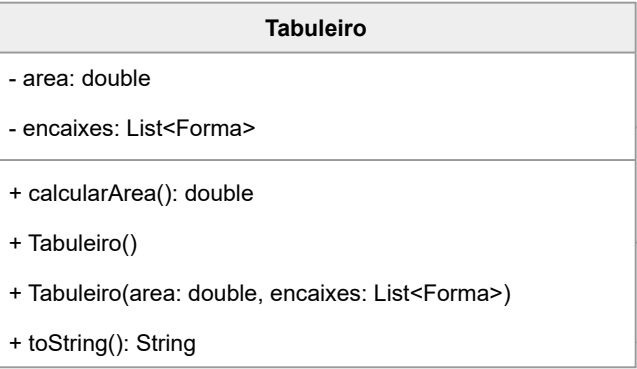
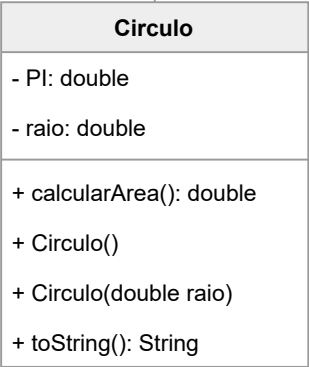


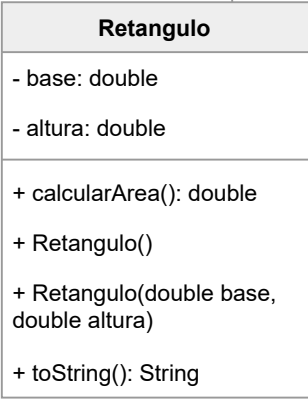
Game



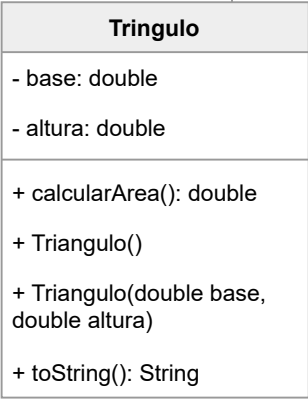
calcularArea()
return area * area



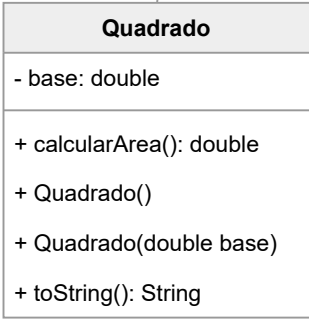
calcularArea()
return PI * (raio * raio)



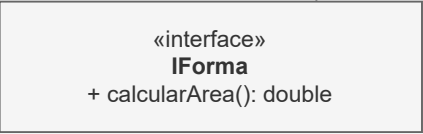
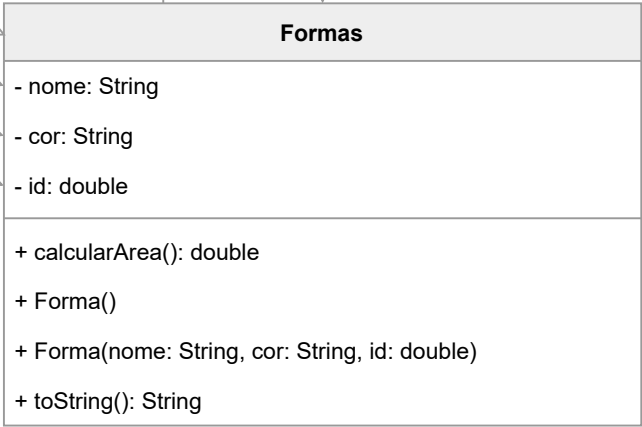
calcularArea()
return base * altura



calcularArea()
return (base * altura) / 2



calcularArea()
return base * base



Extends

Extends

Extends

Extends

Extends