



basic\_polygon

```
double area; double perimeter;  
bool init_flag; polygonUnits unit;  
void setUnit(...); printPolygonInfo();  
void setUnitFromKeyboard(...)  
[virtual void updateSides(double factor)]
```



basic\_polygon

```
double area; double perimeter;
bool init_flag; polygonUnits unit;
void setUnit(...); printPolygonInfo();
void setUnitFromKeyboard(...)
[virtual void updateSides(double factor)]
```



rectangle

```
double sideA, sideB;
void computeArea()
void computePerimeter()
virtual void inputSides(...)
virtual void printPolygonInfo()
virtual void inputRandomSides(...)
[virtual void updateSides(double factor)]
```



basic\_polygon

```
double area; double perimeter;  
bool init_flag; polygonUnits unit;  
void setUnit(...); printPolygonInfo();  
void setUnitFromKeyboard(...)  
[virtual void updateSides(double factor)]
```



rectangle

```
double sideA, sideB;  
void computeArea()  
void computePerimeter()  
virtual void inputSides(...)  
virtual void printPolygonInfo()  
virtual void inputRandomSides(...)  
[virtual void updateSides(double factor)]
```



square

```
virtual void inputSides(...)  
virtual void printPolygonInfo()  
virtual void inputRandomSides(...)
```

```
double area; double perimeter;  
bool init_flag; polygonUnits unit;  
void setUnit(...); printPolygonInfo();  
void setUnitFromKeyboard(...)  
[virtual void updateSides(double factor)]
```

```
double sideA, sideB;  
void computeArea()  
void computePerimeter()  
virtual void inputSides(...)  
virtual void printPolygonInfo()  
virtual void inputRandomSides(...)  
[virtual void updateSides(double factor)]
```

```
virtual void inputSides(...)  
virtual void printPolygonInfo()  
virtual void inputRandomSides(...)
```



basic\_polygon

rectangle

square

triangle

```
double sideA, sideB, sideC;  
void computeArea()  
void computePerimeter()  
...
```