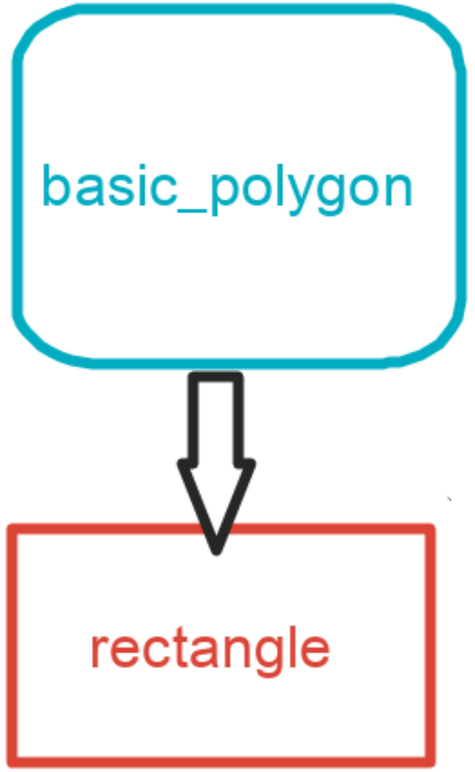
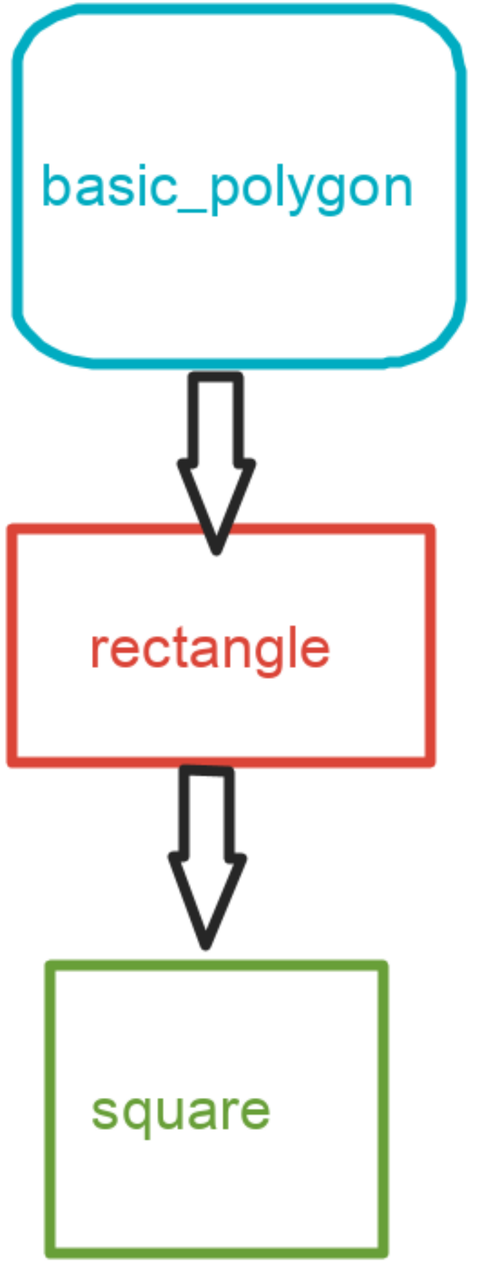

double area; double perimeter;
bool init_flag; polygonUnits unit;
void setUnit(...); printPolygonInfo();
void setUnitFromKeyboard(...)
[virtual void updateSides(double factor)]




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)]

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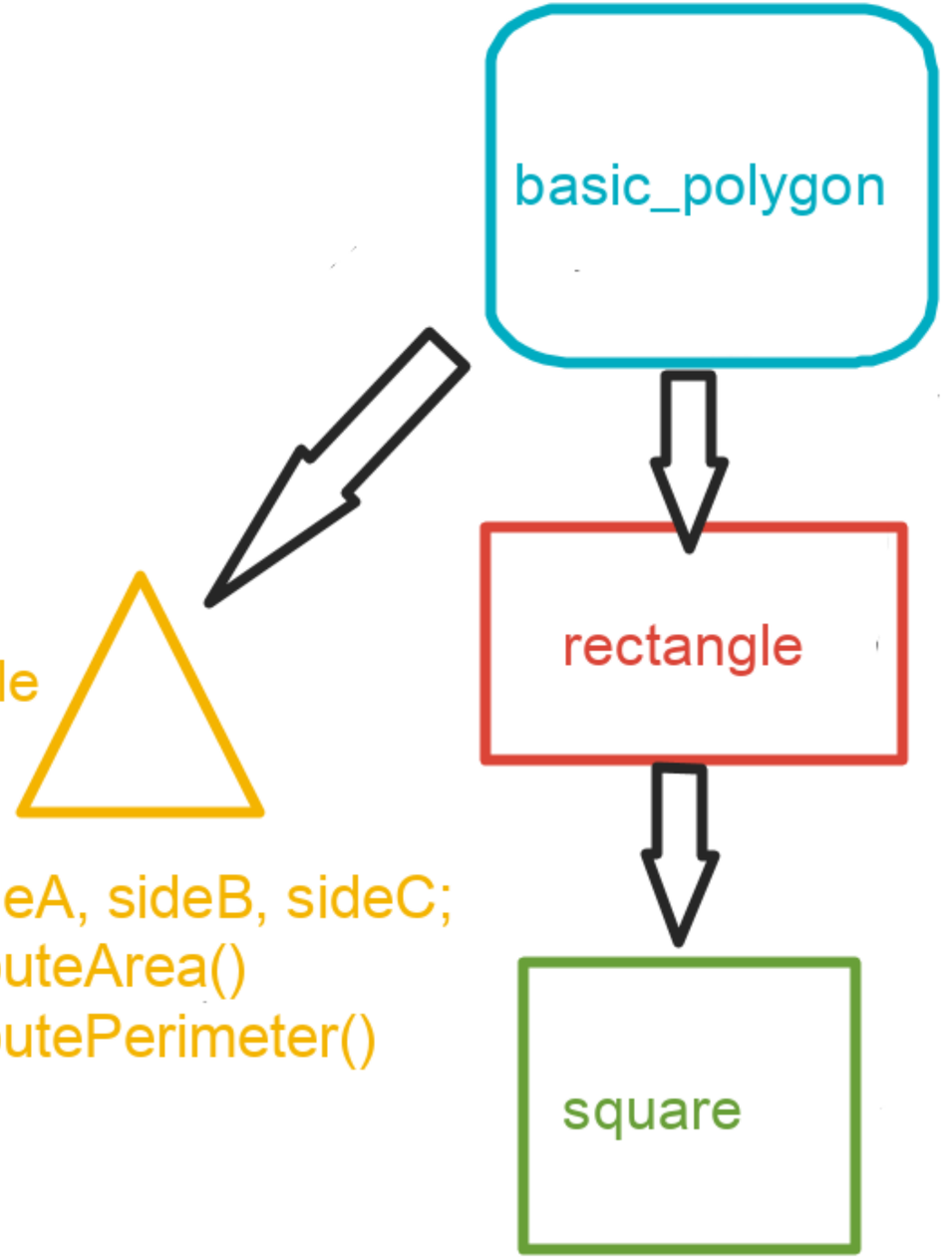
[virtual void updateSides(double factor)]

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(...)

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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)]

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

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