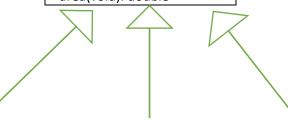
### Shape

- +defaultColor
- -shapeName
- -color
- +Shape(shapeName: String,
- color: String)
- +Shape(shapeName: String)
- +getColor(void): String
- +getShapeName(void): String
- +setShapeName(shapeName:
- string): void
- +setShapeName(color:
- string): void
- +toString(void): String
- +area(void): double



### Sphere

# -radius

- +Sphere(radius: double,
- color: String)
- +Sphere(radius: double)
- +getRadius(void): double
- +setRadius(radius: double):
- void
- +toString(void): String
- +area(void): double

# Rectangle

- -height
- -width
- +Rectangle(width: double,
- height: double, color: String)
- +Sphere(width: double,
- height: double)
- +getHeight(void): double
- +getWidth(void): double
- +setHeight(height: double):
- void
- +setWidth(width: double):
- void
- +toString(void): String
- +area(void): double

# Cylinder

- -height
- -radius
- +Rectangle(width: double,
- height: double, color: String)
- +Sphere(width: double,
- height: double)
- +getHeight(void): double
- +getRadius(void): double
- +setHeight(height: double):
- void
- +setRadius(radius: double):
- void
- +toString(void): String
- +area(void): double