Diagram of class of the activity 2: clean and reusable code through OOP pripcipiles

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Figure

#numberOfSizes :int

#area :dobule

#perimeter :dobuble

width :dobuble

#height :dobuble

+Figure():

+ abstract getArea(): double

+ abstract getPerimeter(): double

<<interface>>
changeDimensions

+ changeDimensions(value: double):void

Rectangle

+ Rectangle()

+ getArea(): double

+ getPerimeter(): double

+ changeDimensions(value: double): void

Triangle

+ Triangle()

+ getArea(): double

+ getPerimeter(): double

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