Tile Designer Project - OOP Summative

Room

tile [][]: Tiles
maxLength: int
maxWidth: int
col: int
row: int

+ insertTile (row: int, col: int):
+ removeTile (row: int, col: int)
+ totalArea (): double
+ totalCost (); double
+ RandomaTile (maxWidth: int, maxLength: int; colourList: Hashet <String>):

Tiles

colour: String
length: double
width - double
area: double
perimeter: double

+ getArea (): double
+ toString(); String
+ costperFoot(): double

Quadrilaterals

- colour: String
- length: double
- width - double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Ellipse

- colour: String
- radius: double
- verticalRadius: double
- horizontalRadius: double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Rectangle

- colour: String
- length: double
- width - double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Trapezoid

- colour: String
- length: double
- width - double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Circle

- colour: String
- radius: double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Square

- colour: String
- length: double
- width - double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Half Circle

- colour: String
- radius: double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double

Donut

- colour: String
- radius: double
- innerRadius: double
- outerRadius: double
- area: double
- perimeter: double

+Area(): double
+Perimeter(): double