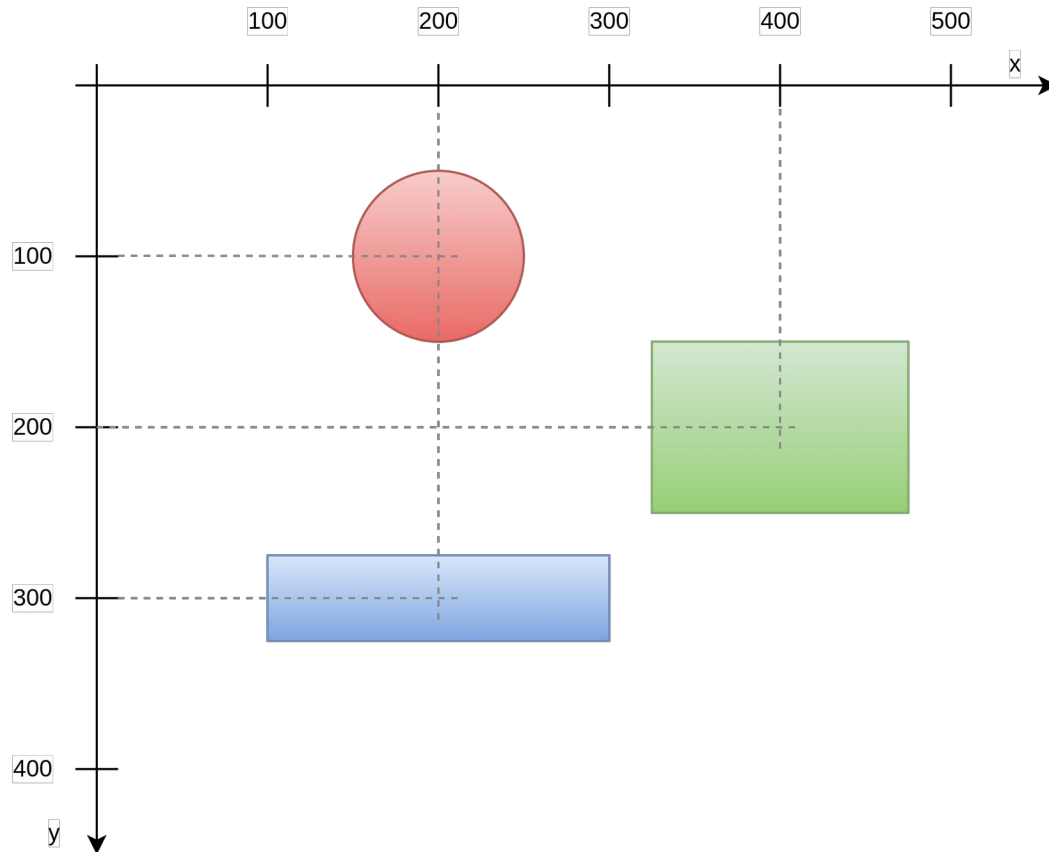


Objektovo orientované programovanie

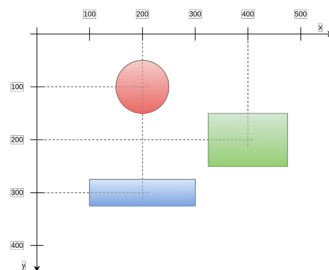
6. cvičenie

Vladislav Novák

Geometrické útvary



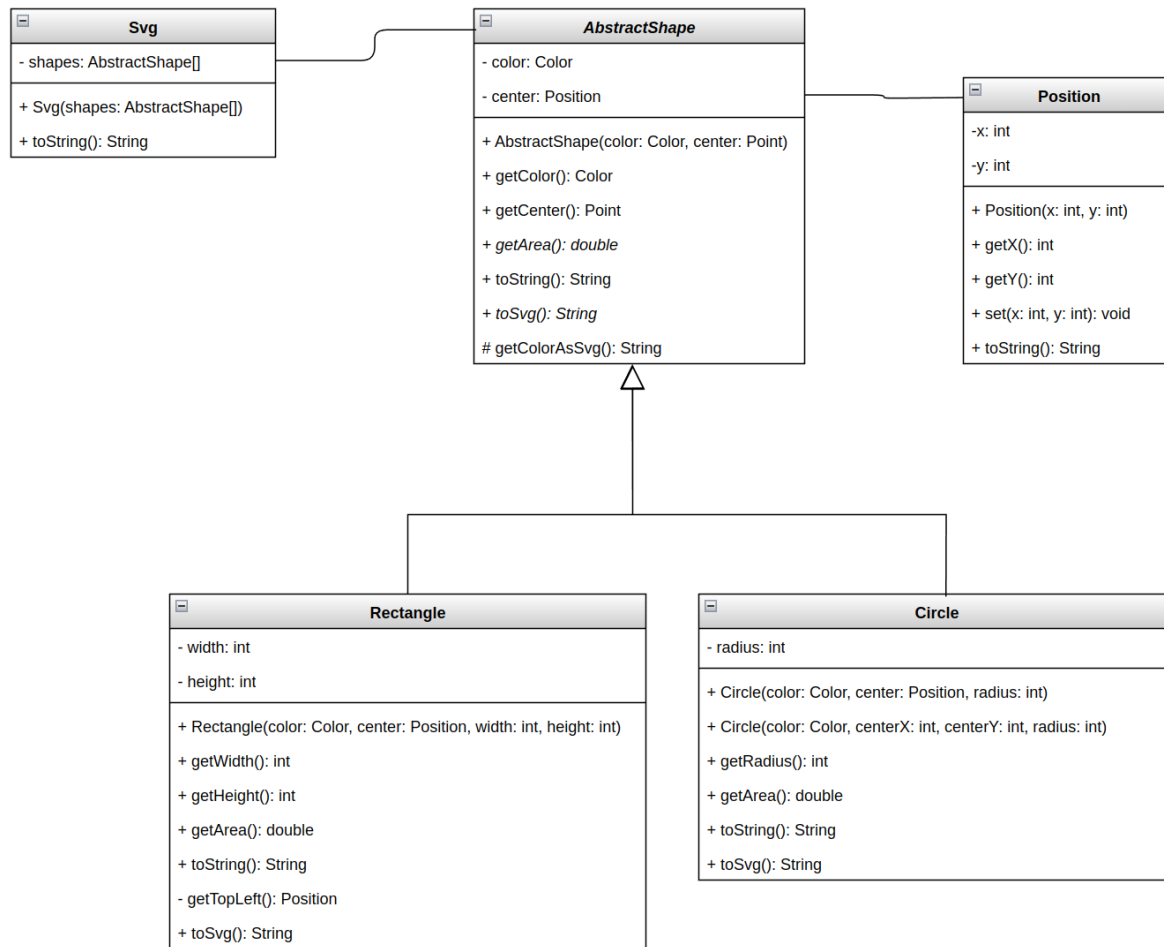
Formát obrázku SVG



minimum

```
<svg version="1.1" width="500" height="400" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="200" cy="100" r="50" fill="rgb(255,0,0)" />  
  <rect x="325" y="150" width="150" height="100" fill="rgb(0,255,0)" />  
  <rect x="100" y="275" width="200" height="50" fill="rgb(0,0,255)" />  
</svg>
```

Geometrické útvary



Trieda Object

```
class Shape extends Object {  
    // .....  
  
    public double getArea() {  
        // .....  
    }  
    @Override  
    public String toString() {  
        // .....  
    }  
}
```

```
class Rectangle extends Shape {  
    // .....  
    @Override  
    public double getArea() {  
        // .....  
    }  
    @Override  
    public String toString() {  
        // .....  
    }  
}
```

```
class Object {  
    protected Object clone() .....  
    public boolean equals(Object obj) .....  
    public int hashCode() .....  
    public final Class<?> getClass() .....  
    public String toString() .....  
    public final void notify() .....  
    public final void notifyAll() .....  
    public final void wait() .....  
    public final void wait(long millis) .....  
    public final void wait(long millis, int nanos) .....  
    protected void finalize() .....  
}
```