Our UML Class diagram consists of our super/abstract class “Shape”. Below the abstract class “shape” we have three child classes “Triangle”, “Circle” and “Rectangle”. These three classes have arrows pointing up to the abstract class “Shape”, this means that these three classes are “children” of “Shape”. Which also means that they inherit all the methods that are in the “Shape” class. They can use these methods as they are, but if the method doesn’t match with what the child class wants, it can override the method. This means that the child class changes the method, so it either takes different attributes or it changes how the method handles the input. Furthermore, our abstract class is associated with the point class because the point class has some values, we would need to get the necessary methods as well as for attributes to calculate our shapes values.