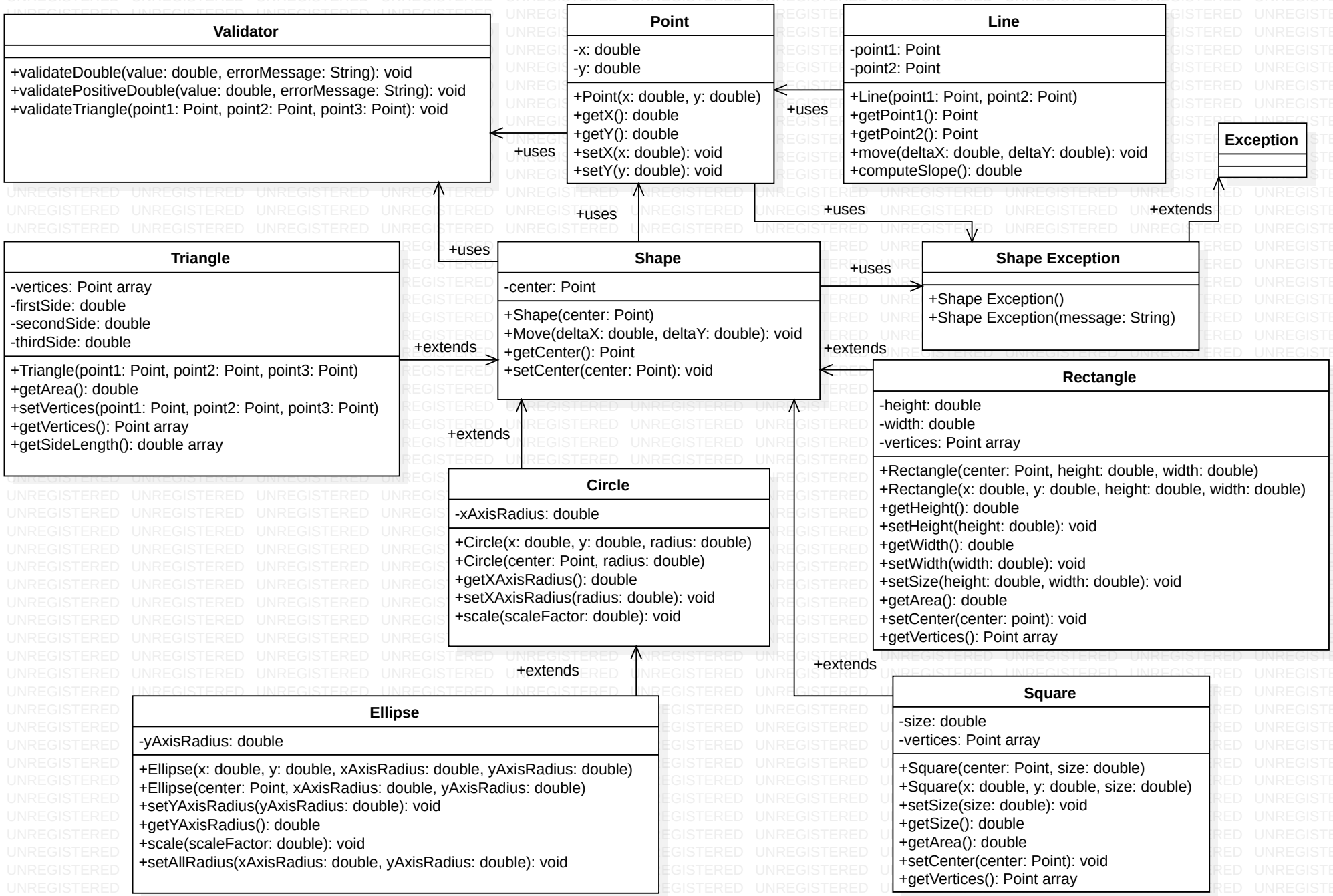
Validator
+validateDouble(value: double, errorMessage: String): void
+validatePositiveDouble(value: double, errorMessage: String): void
+validateTriangle(point1: Point, point2: Point, point3: Point): void
Point
-x: double
-y: double
+Point(x: double, y: double)
+getX(): double
+getY(): double
+setX(x: double): void
+setY(y: double): void
Line
-point1: Point
-point2: Point
+Line(point1: Point, point2: Point)
+getPoint1(): Point
+getPoint2(): Point
+move(deltaX: double, deltaY: double): void
+computeSlope(): double
Exception
+uses
+uses
+uses
+uses
+uses
+extends
Triangle
-vertices: Point array
-firstSide: double
-secondSide: double
-thirdSide: double
+Triangle(point1: Point, point2: Point, point3: Point)
+getArea(): double
+setVertices(point1: Point, point2: Point, point3: Point)
+getVertices(): Point array
+getSideLength(): double array
Shape
-center: Point
+Shape(center: Point)
+Move(deltaX: double, deltaY: double): void
+getCenter(): Point
+setCenter(center: Point): void
Shape Exception
+Shape Exception()
+Shape Exception(message: String)
+extends
+extends
+extends
+extends
+extends
Rectangle
-height: double
-width: double
-vertices: Point array
+Rectangle(center: Point, height: double, width: double)
+Rectangle(x: double, y: double, height: double, width: double)
+getHeight(): double
+setHeight(height: double): void
+getWidth(): double
+setWidth(width: double): void
+setSize(height: double, width: double): void
+getArea(): double
+setCenter(center: point): void
+getVertices(): Point array
Circle
-xAxisRadius: double
+Circle(x: double, y: double, radius: double)
+Circle(center: Point, radius: double)
+getXAxisRadius(): double
+setXAxisRadius(radius: double): void
+scale(scaleFactor: double): void
Ellipse
-yAxisRadius: double
+Ellipse(x: double, y: double, xAxisRadius: double, yAxisRadius: double)
+Ellipse(center: Point, xAxisRadius: double, yAxisRadius: double)
+setYAxisRadius(yAxisRadius: double): void
+getYAxisRadius(): double
+scale(scaleFactor: double): void
+setAllRadius(xAxisRadius: double, yAxisRadius: double): void
Square
-size: double
-vertices: Point array
+Square(center: Point, size: double)
+Square(x: double, y: double, size: double)
+setSize(size: double): void
+getSize(): double
+getArea(): double
+setCenter(center: Point): void
+getVertices(): Point array