

br.edu.principal

Principal

// Menu de seleção do tipo de

figura. Inserção de atributos e

+ static main(String[] args): void

retorno dos métodos.

Esfera raio: double + mostrar_forma(): void + setRaio(raio: double): void Cilindro + calcArea(): void raio: double + calcVolume(): void + mostrar_forma(): void + setRaio(r: double): void + calcArea(): void - aresta: double + calcVolume(): void - base: double - lateral: double + mostrar_forma(): void **FiguraEspacial** + setBase(base: double): void + setLateral(lateral: double): void # altura: double Cone + calcAreaBase(): void # diagonal: double + calcAreaLateral(): void # area: double - raio: double - geratriz: double + calcAreaTotal(): void # area_base: double + mostrar_forma(): void + calcVolume(): void # area_total_base: double + setRaio(raio: double): void # area_lateral: double + setGeratriz(geratriz: double): void # area_total: double + calcArea(): void # volume: double + calcVolume(): void + mostrar_area(): void + mostrar_area_base(): void + mostrar_area_total_base(): void + mostrar_area_lateral(): void + mostrar_area_total(): void Paraleleíédo + mostrar_volume(): void largura: double + getArea(): double - comprimento: double + getAreaBase(): double + getAreaTotalBase(): double + mostrar_forma(): void + getAreaLateral(): double + setAltura(altura: double): void + getAreaTotal(): double + setComprimento(comprimento: + getVolume(): double double): void + setLargura(largura: double): void + calcArea(): void + calcDiagonal(): void + calcVolume(): void Piramide - lado: double - ladoBase: double + mostrar_forma(): void + setLado(lado: double): void Cubo + setLadoBase(ladoBase: double): void + setAltura(altura: double): void aresta: double + calcAreaBase(): void + calcAreaLateral(): void + mostrar_forma(): void + calcAreaTotal(): void + setAresta(aresta: double): void

> - calcArea(): void - calcVolume(): void

Prisma

Tetraedro

+ setAresta(aresta: double): void

aresta: double

+ mostrar_forma(): void

+ calcAreaBase(): void

+ calcAltura(): void

+ calcVolume(): void

+ calcVolume(): void