br.edu.principal

Principal

// Menu de seleção do tipo de figura. Inserção de atributos e retorno dos métodos.

+ static main(String[] args): void

br.edu.FigurasGeometricasPlanas

Triangulo

- base: double
- · altura: double - area: double
- + setAltura(altura: double): void
- + setBase(base: double): void

· diagonal_menor: double

· diagonal_maior: double

- + calcArea(): void
- + mostrar_forma():

- area: double

void

void

+ mostrar_forma():

+ calcArea(): void

+ mostrar_area_retorno(): return area

Losango

+ setDiagonalMaior(double: Menor):

+ setDiagonalMenor(double: Maior):

+ mostrar_area_retorno(): return area

Quadrado

- lado: double
- area: double
- + mostrar_forma():
- + setLado(lado: double) : void
 - + calcArea(): void
 - + mostrar_area_retorno(): return area

base_maior: double

base_menor: double

- altura: double

+ mostrar_forma():

+ calcArea(): void

Trapezio

+ setBaseMaior(double: Maior): void

+ mostrar_area_retorno(): return area

+ setAltura(double: altura): void

+ setBaseMenor(double: Menor): void

Retangulo

- base: double
- altura: double area: double
- + mostrar_forma():
- + setBase(base: double) : void
- + setAltura(altura: double) : void
- + calcArea(): void
- + mostrar_area_retorno(): return area

Paralelogramo

- base: double
- altura: double
- area: double
- + mostrar_forma():
- + setAltura(double: Altura): void + setBase(double: Base): void
- + calcArea(): void
- + mostrar_area_retorno(): return area

+ calcArea(): void + mostrar_area_retorno(): return area

+ mostrar_forma():

Hexagono

+ setRaio(double: raio): void

Circulo

- lado: double - area: double

raio: double

- area: double

- pi: double

- + mostrar_forma():
- + calcArea(): void
- + mostrar_area_retorno(): return area

+ setLado(double: Altura): void

Pentagono

- lado: double
- area: double
- + mostrar_forma():
- + setLado(double: Altura): void
- + calcArea(): void
- + mostrar_area_retorno(): return area

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Cilindro

- raio: double
- · altura: double areaBase: double
- areaLateral: double
- areaTotal: double volume: double
- + mostrar_forma(): void
- + setRaio(r: double): void
- + calcArea(): void
- + calcVolume(): void + mostrar_area(): void
- + mostrar_volume(): void
- + mostrar_area_retorno(): double
- + mostrar_volume_retorno(): double

Paraleleíédo

- largura: double
- comprimento: double
- altura: double areaBase: double
- diagonal: double
- areaTotal: double volume: double
- + mostrar_forma(): void
- + setAltura(altura: double): void
- + setComprimento(comprimento:

double): void

- + setLargura(largura: double): void
- + calcAreaBase(): void
- + calcAreaTotal(): void + calcDiagonal(): void
- + calcVolume(): void
- + mostrar_area_base(): void
- + mostrar_area_total(): void
- + mostrar_volume(): void
- + mostrar_area_base_retorno(): double
- + mostrar_area_total_retorno(): double
- + mostrar_volume_retorno(): double

Cone

- raio: double geratriz: double
- altura: double
- areaBase: double
- areaLateral: double
- areaTotal: double volume: double
- + mostrar_forma(): void
- + setRaio(raio: double): void
- + setAltura(altura: double): void + setGeratriz(geratriz: double): void
- + calcAreaBase(): void
- + calcAreaLateral(): void
- + calcAreaTotal(): void
- + calcVolume(): void
- + mostrar_area_base(): void
- + mostrar_area_lateral(): void + mostrar_area_total(): void
- + mostrar_volume(): void
- + mostrar_area_base_retorno(): double
- + mostrar_area_lateral_retorno(): double
- + mostrar_area_total_retorno(): double + mostrar_volume_retorno(): double

Cubo

- aresta: double
- areaBase: double
- areaLateral: double
- · areaTotal: double
- volume: double
- + mostrar_forma(): void
- + setAresta(aresta: double): void
- + calcAreaTotal(): void
- + calcVolume(): void
- + mostrar_area_total(): void + mostrar_volume(): void
- + mostrar_area_base_retorno(): double + mostrar_area_lateral_retorno():
- + mostrar_area_total_retorno(): double
- + mostrar_volume_retorno(): double

Piramide - lado: double

- ladoBase: double
- altura: double
- areaBase: double
- areaLateral: double
- areaTotal: double - volume: double
- + mostrar_forma(): void + setLado(lado: double): void
- + setLadoBase(ladoBase: double): void
- + setAltura(altura: double): void
- + calcAreaBase(): void
- + calcAreaLateral(): void
- + calcAreaTotal(): void
- + calcVolume(): void
- + mostrar_area_base(): void + mostrar_area_lateral(): void
- + mostrar_area_total(): void
- + mostrar_volume(): void
- + mostrar_area_base_retorno(): double
- + mostrar_area_lateral_retorno(): double
- + mostrar_area_total_retorno(): double

+ mostrar_volume_retorno(): double

+ calcAreaBase(): void

- + calcAreaTotal(): void
- + calcVolume(): void
- + mostrar_area_lateral(): void
- + mostrar_area_total(): void
- + mostrar_area_base_retorno(): double + mostrar_area_lateral_retorno():

Esfera

- raio: double
- area: double - volume: double
- + mostrar_forma(): void + setRaio(r: double): void
- + calcArea(): void
- + calcVolume(): void + mostrar_area(): void
- + mostrar_volume(): void
- + mostrar_area_retorno(): double + mostrar_volume_retorno(): double

- altura: double
- areaBase: double - volume: double
- + setAresta(aresta: double): void
- + calcAltura(): void
- + calcVolume(): void
- + mostrar_area_base(): void
- + mostrar_volume(): void

- base: double - lateral: double

Prisma

- areaBase: double - areaLateral: double

aresta: double

- areaTotal: double volume: double
- + mostrar_forma(): void
- + setBase(base: double): void
- + setLateral(lateral: double): void
- + calcAreaLateral(): void
- + mostrar_area_base(): void
- + mostrar_volume(): void
- double + mostrar_area_total_retorno(): double
- + mostrar_volume_retorno(): double

Tetraedro

- aresta: double
- + mostrar_forma(): void
- + calcAreaBase(): void

- + mostrar_area_base_retorno(): double
- + mostrar_volume_retorno(): double