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UML for Exercise 13-7

Private Double side1, side2, side3, side4 = Variable for the square

Double get Side1, double get Side2, double get Side3, double get Side4 = Getters for the square

Void set Side1, void set Side2, void set Side3, void set Side4 = setters for the square

@Override howToColor() = The method to display the color in main

@Override get Area() = the method to calculate and display the area in the main method

Square four Sides, squarish, third Square, null Square, ad Square = objects for the square class

Scanner input = object to read in information in the main class