GeometricObject -id: int + Shape(id: int) + getId(): int + setId(id: int): void + display(): void + getArea(): double

W10

+ main(args: String[]): void

Triangle	Square	
- leg1: double - leg2: double	- size: double	- radius: double
+ Triangle(id: int, leg1: double, leg2: double)	+ Square(id: int, size: double)	+ Square(id: int, radio
+ getLeg1(): double + getLeg2(): double + setLeg1(length: double): void + setLeg2(length: double): void + getArea(): double	+ getSize(): double + setSize(size: double): void + getArea(): double	+ getRadius(): double + setRadius(radius: c + getArea(): double

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Circle		
s: double)		
ouble): void		
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