



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

Circle	
s: double)	
ouble): void	