

## RightTriangle

- base: double
- height: double
- + RightTriangle()
- + RightTriangle(:int, :double,:double, :double)
- + getBase(): double
- + setBase(:double): void
- + getHeight(): double
- + setHeight(): void
- + getArea(): double
- + toString(): String

## Square

- side: double
- + Square()
- + Square(:int,
  - :double, : double, :double)
- + getSide(): double
- + setSide(:double): void
- + getArea(): double
- + toString(): String