Model::Main

Polygon
+getPerimeter(): double
+getArea(): double

#vectors *

Vector2
#x: double
#y: double
+getX(): double
+getY(): double
+getDistance(vector2: Vector2): double

«interface»
IShape
+getPerimeter(): double
+getArea(): double
+getVolume(): double

-centerVector2

Circle
-radius: double
+Circle(centerVector2: Vector2, radius: double)
+getPerimeter(): double
+getArea(): double

Rectangle
+Rectangle(vector21: Vector2, vector22: Vector2, vector23: Vector2, vector24: Vector2)
+getPerimeter(): double
+getArea(): double

Triangle
+Square(vector1: Vector2, vector2: Vector2, vector3: Vector2)
+getPerimeter(): double
+getArea(): double

Vector3
-z: double
+Vector3(x: double, y: double, z: double)
+getZ(): double
+getDistance(vector3: Vector3): double

-vector

2

Cylinder
-radius: double
-double height
+Cylinder(vector1: Vector3, vector2: Vector3, radius: double)
+getPerimeter(): double
+getArea(): double
+getVolume(): double

Cube
-sideLength: double
+Cube(sideLength: double)
+getPerimeter(): double
+getArea(): double
+getVolume(): double

Pyramid
-height: double
+Pyramid(base: Square)
+Pyramid(base: Square, apex: Vector3)
+findHeight(): double
+findHeight(apex: Vector3): double
+getPerimeter(): double
+getArea(): double
+getVolume(): double

-base

Square
+Square(vector21: Vector2, vector22: Vector2, vector23: Vector2, vector24: Vector2)
+getPerimeter(): double
+getArea(): double