Point2D

- x: int
- y: int

+Point2D()
+Point2D(xValue: int, yValue: int)
+equal(c: Point2D&): bool
+setX(xValue: int): void
+setY(yValue: int): void
+getX(): int
+getY(): int
+print(): void
+distanceTwoPoints(c: Point2D&): double

Circle

- radius: double

+Circle();
+Circle(x: int, x: int, radiusValue: double)
+setRadius(radiusValue: double): void
+getRadius(): double
+area(): double
+distanceTwoCircle(c: Circle&): double
+print(): void
+equal(c: Circle&): bool

Cylinder

- height: double

+Cylinder();
+Cylinder(x: int, y: int, radius: double, vHeight: double);
+setHeight(vHeight: double): void
+getHeight(): double
+area(): double
+print(): void
+volume(): double
+equal(): bool