Shape

+*getPerimeter*(): double
+*getArea*(): double

Circle

-radius_: double

+Circle():
+Circle(radius: double):
+getRadius(): double
+setRadius(radius: double): void
+*getPerimeter*(): double
+*getArea*(): double
-validateArguments(radius: double): void

Rectangle

-length_: double
-width_: double

+Rectangle():
+Rectangle(length: double, width: double):
+getLength(): double
+setLength(length: double): void
+getWidth(): double
+setWidth(width: double): void
+*getPerimeter*(): double
+*getArea*(): double
-validateArguments(length: double, width: double): void

Square

-side_: double

+Square():
+Square(side: double):
+getSideLength(): double
+setSideLength(side: double): void
+*getPerimeter*(): double
+*getArea*(): double
-validateArguments(side: double): void