

Quadrilateral

-sides: float[]
-angles: float[]
-shape: String

+Quadrilateral(float[],float[])
+area(): float
+type(): void

Trapezoid

-shape: String

+Trapezoid(float[],float[])
+area(): float
+type(): void

Parallelogram

-shape: String

+Parallelogram(float[],float[])
+area(): float
+type(): void

Rectangle

-shape: String

+Rectangle(float[],float[])
+area(): float
+type(): void

Square

-shape: String

+Square(float[],float[])
+area(): float
+type(): void