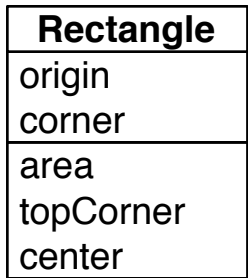
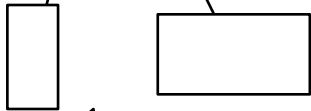


Rectangle >> area
^ self width * self height

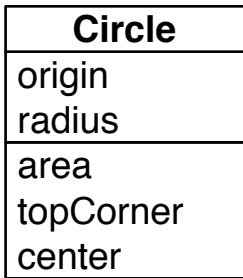


instance of



area

Circle >> area
^ (self radius squared) * Float pi

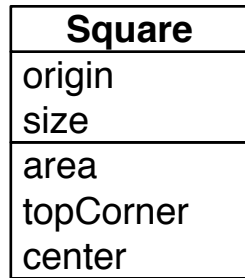


instance of

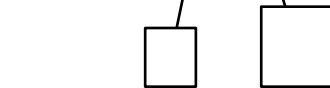


area

Square >> area
^ self side squared



instance of



area