

Fan

-SLOW: int = 1 -MEDIUM: int = 2 -FAST: int = 3 -speed: int -on: boolean -radius: double -color: String

+getSpeed(): int

+setSpeed(speed: int): void

+isOn(): boolean

+setOn(on: boolean): void +getRadius(): double

+setRadius(radius: double): void

+getColor(): String

+setColor(color: String): void

+toString(): String



MyDate

-year: int -month: int

-day: int +MyDate()

+myDate(elapsedTime: long)

+MyDate(year: int, month: int, day: int)

+getYear():int +getMonth(): int +getDay(): int +operation()

+setDate(elapsedTime: long): void



GeometricObject

- color: String
- filled: boolean
- -+ GeometricObject
- + GeometricObject
- + GeometricObject
- + getColor(): String
- + setColor(color: String): void
- + isFilled(): boolean
- + setFilled(filled: boolean): void
- + toString(): String
- + getArea(): double
- + getPerimeter(): double

Triangle

- side1: double - side2: double
- side3: double
- + Triangle()
- + Triangle(side1: double, side2: double, side3: double)
- + getSide1(): double
- + setSide1(side1: double): void
- + getSide2(): double
- + setSide2(side2: double): void
- + getSide3(): double
- + setSide3(side3: double): void
- + getArea(): double
- + getPerimeter(): double
- + toString(): String