```cpp
class IReservoir
{
    virtual double getVolume() = 0;
    virtual double getArea() = 0;
};

class Reservoir: public IReservoir
{
    private:
        double thickness;
    protected:
        char type; // 's' - steel, 'a' - aluminium, etc.
    public:
        Reservoir();
        double getThickness();
        void setThickness(double thickness);
        double getWeight(); // area * thickness * density + volume * density(vine)
        virtual double getVolume();
        virtual double getArea();
};

class CylinderReservoir: public Reservoir
{
    private:
        double radius;
        double height;
    public:
        CylinderReservoir(double height, double radius);
        double getRadius();
        double getHeight();
        virtual double getVolume();
        virtual double getArea();
};

class ParallelepipedReservoir: public Reservoir
{
    private:
        double height;
        double length;
        double width;
    public:
        ParallelepipedReservoir(double height, double length, double width);
        double getHeight();
        double getLength();
        double getWidth();
        virtual double getVolume();
        virtual double getArea();
};
```

```
class CubeReservoir:public ParallelepipedReservoir
{
    private:
        double theSize;
    public:
        CubeReservoir(double oneSize);
        double getSize();
};

class SphereReservoir: public Reservoir
{
     private:
        double radius;

    private:
        double getRadius();
    public:
        SphereReservoir(double radius);
        virtual double getVolume();
        virtual double getArea();
};
```