Human Being

- private height: Float - private weight: Float
- private bmi: Float
- + public setHeight(height: Float): void
- + public getHeight(): Float
- + public setWeight(weight: Float): void
- + public getWeight(): Float
 + public calculateBmi(): void
- + public getBmi(): Float

BmiIndexer

- private human: Human Being
- + public calculateBmi(human: Human
- Being): void
- + public getHuman(): Human Being
- + public getBmi(): Float