



## Cuadrilatero

- lado 1: double
- lado 2: double
- lado 3: double
- lado 4: double

```
+ Cuadrilatero(lado 1: double, lado 2: double, lado 3: double, lado 4: double)
+ getLado1(): double
+ setLado1(lado 1: double): Void
+ getLado2(): double
+ setLado2(lado 2: double): Void
+ getLado3(): double
+ setLado3(lado 3: double): Void
+ getLado4(): double
+ setLado4(lado 4: double): Void
+ CalcularPerimetro(): double
+ CalcularArea(): double
```

## Rectangulo

```
+ CalcularPerimetro(): double
+ CalcularArea(): double
```

## Cuadrado

```
+ CalcularPerimetro(): double
+ CalcularArea(): double
```

## Romboide

- base: double
- altura: double

```
+ CalcularPerimetro(): double
+ CalcularArea(): double
```

## Paralelogramo

- base: double
- altura: double

```
+ CalcularArea(): double
+ CalcularPerimetro(): double
```

## Trapezio

- base Mayor: double
- base Menor: double
- lado 1: double
- lado 2: double

```
+ CalcularPerimetro(): double
+ CalcularArea(): double
```

## Deltoido

- diagonal mayor: double
- diagonal menor: double
- lado: double

```
+ CalcularPerimetro(): double
+ CalcularArea(): double
```