## <<interface>> Shape

+getArea(): double

+getPerimeter(): double







## Rectangle

-side1: double -side2: double

+Rectangle()

+Rectangle(s1: double, s2: double)

+getArea(): double
+getPerimeter(): double

## Square

-side: double

+Square()

+Square(s: double)
+getArea(): double

+getPerimeter(): double

## Circle

-radius: double

+Circle()

+Circle(r: double)
+getArea(): double

+getPerimeter(): double