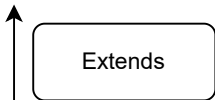
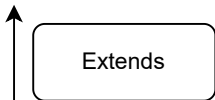


point
- x: double - y: double
+ point(double:x,double:y): constructor +getX():double +getY():double +setX():void +setY():void

quadrilateral
- p1: point - p2: point - p3: point - p4: point
+ getP1():point + getP2():point + getP3():point + getP4():point + setP1(p1:point):point + setP2(p2:point):point + setP3(p3:point):point + setP4(p4:point):point



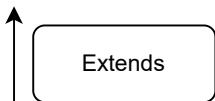
trapezoid
+ trapezoid(p1:point,p2:point,p3:point,p4:point):constructor +getArea():double +printArea():void



parallelogram
+ paralellogram(p1:point,p2:point,p3:point,p4:point):constructor +getArea():double +printArea():void



rectangle
+ rectangle(p1:point,p2:point,p3:point,p4:point):constructor +getArea():double +printArea():void



square
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```
+ square(p1:point,p2:point,p3:point,p4:point):constructor  
+getArea():double  
+printArea():void
```