

Point
- x: Double - y: Double
+ getX(): Double + getY(): Double + clone(): Point + move(Double, Double)

Line
- point1: Point - point2: Point
+ getPoint1(): Point + getPoint2(): Point + getSlope(): Double + getLength(): Double + move(Double, Double)

Rectangle
- point1: Point - point2: Point
+ getPoint1(): Point + getPoint2(): Point + getArea(): Double + move(Double, Double)

Square (inherits Rectangle)
- point1: Point - point2: Point
+ getPoint1(): Point + getPoint2(): Point + getArea(): Double + move(Double, Double)



Ellipse
- center: Point - radiusX: Double - radiusY: Double
+ getCenter(): Point + getRadiusX(): Double + getRadiusY(): Double + getArea(): Double + move(Double, Double)

Circle (inherits Ellipse)
- center: Point - radiusX: Double - radiusY: Double
+ getCenter(): Point + getRadiusX(): Double + getRadiusY(): Double + getArea(): Double + move(Double, Double)



Triangle
- point1: Point - point2: Point - point3: Point
+ getPoint1(): Point + getPoint2(): Point + getPoint3(): Point + getArea(): Double + move(Double, Double)