<u>kı</u>	Shape  #x: flant  # y: float  + name String  Print Area ()  Rotate ()	<u>-m~</u>
Civele - vaclies float PrintPosition() PrintAvea()	Rectargle  # width float  # height float  Printfosition()	Squave - Side of float
Rotate()	PrintAven() Rotate()	PrintAvea() Rotate()