Pool
-color: String
-length: double
-width: double
-depth: double
-surfaceArea: double
-volume: double
Pool()
Pool(color: String, length: double, width: double, depth: double)
+setColor(color: String): void
+setLength(length: double): void
+setWidth(width: double): void
+setDepth(width: double): void
+setSurfaceArea(): void
+setVolume(): void
+getColor(): String
+getLength(): double
+getWidth(): double
+getDepth(): double
+getSurfaceArea(): double
+diplay(): void
+toString(): String