```
«interface»
                           Moveable
               move_by(x : float, y : float)
                           «entity»
                        drawing::Shape
                         {persistence}
                +pos : Point = (0, 0)
                -last_shape_id: long
                ~shape_id : long {id}
                +qet_pos() : Point
                +move_by(x : float, y : float)
                #get_shape_id(): long
                +get_area() : float
          «entity»
                                             «entity»
       drawing::Circle
                                         drawing::Polygon
+radius : float {radius > 0}
                                    +points : Point[*] {unique}
                                    +/area {readOnly}
+/area {readOnly}
+qet_area() : float
                                    +get_area() : float
```