Shape -name: String -type: String +Shape(shaneName: String, typeName: String) +getName(): String +getType(): String +changeName(newName: String): void +getPerimeter(): double +draw(sc: Screen): void + getVertices(): Point[] +toString(): String Circle Line

-start: Point

-end: Point -length: double

+Line(start: Point, end: Point)

+getLength(): double

+getVertices(): Point[]

+toString(): String

+getPerimeter(): double

+draw(sc: Screen): void

-center: Point

-radius: double

+Circle(name: String, cent: Point, rad: double)

+getArea(): double

+getCenter(): Point

+getRadius(): double

+getVertices(): Point[]

+toString(): String

+getPerimeter(): double

+draw(sc: Screen): void

Polygon

-sides: int

+Polygons(s: int, name String, type: String)

+getSides(): int

+getSideLength(): double[]

+getArea(): double

+getInternalAngle(): double[]

Irregular_Polygon

-sidelength: double[]

-vertices: Point[]

+Irregular_Polygon(name: String, pts: Point[])

+getSideLength(): double[]

+getVertices(): Point[]

+getInternalAngle(): double []

+getArea(): double +toString(): String

+getPerimeter(): double

+draw(sc: Screen): void

Regular_Polygon

-sidelength: double

+Regular_Polygon(name: String, center: Point,

+getCenter(): Point

+getSideLength(): double[]

+getVertices(): Point[]

+toString(): String

-radius: double

-internal Angle: double

-rotation: double

-center: Point

-vertices: Point[]

sides: int, radius: double, rotation: double)

+getRadius(): double

+getRotation(): double

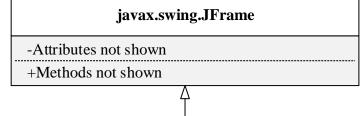
+getArea(): double

+getInternalAngle(): double

+getPerimeter(): double

+draw(sc: Screen): void

Point -x: double -y: double -z: double -type: String +Point() +Point(x: double, y: double) +Point(x: double, y: double, z: double) +getX(): double +getY(): double +getZ(): double +getType(): String +getDistance(): double +getDistance(p: Point): double +toString(): String



Screen

-PolygonList: ArrayList<Polygon> -CircleList: ArrayList<Circle>

-LineList: ArrayList<Line>

-name: String

+Screen(n: String, wid: int, hei: int)

+changeName(name: String): void

+addCircle(c: Circle): void

+addLine(l: Line): void

+addPolygon(x: int[], y: int[], s: int): void

+toString(): String

+getName(): String

+paint(Graphics g): void

+show(): void