# UML Diagram

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## <<Interface>>
## Drawable

+draw()

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## *Vehicle*

-speed: int

+setSpeed()
+getSpeed()
+drive()

## *Shape*

-getArea()

## BMW

+draw()
+drive()

## Mazda

+draw()
+drive()

## Circle

-radius: double

+setRadius()
+getRadius()
+getArea
+draw()

## Rectangle

-length: int
-width: int

+ setLength()
+ setWidth()
+ getLength()
+ getWidth()
+ getArea()
+ draw()