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| **GeometricObject** |
| * Color: String * Filled: boolean |
| + GeometricObject()  + GeometricObject(color: String, filled: boolean)  + getColor(): String  + getColor(color: String): void  + isFilled(): boolean  + setFilled(filled: boolean): void  + toString(): String |

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| **Triangle** |
| * Side1: double = 1.0 * Side2: double = 1.0 * Side3: double = 1.0 |
| + Triangle()  + Triangle(side1: double, side2: double, side3: double)  + getSide1(): double  + getSide2(): double  + getArea(): double  + getPerimeter(): double  + toString(): String |