

13.1

Triangle

side1: double

side2: double

side3: double

getSide1(): double

getSide2(): double

getSide3(): double

getArea(): double

getPerimeter(): double

13.9

Circle1

radius: double

getArea(): double

13.11

Octagon

side: double

getSide(): double

setSide(): double

getArea(): double

getPerimeter(): double

compareTo(): int

equals(): boolean

13.5

GeometricObject

o1: double

o2: double

getArea(): double

compareTo(): int

13.7

Colorable

howToColor():

GeometricObject2

getArea(): double

Square

side: double