

## Rectangle

- width:double = 1.0  
- height:double = 1.0

+ getWidth():double  
+ getHeight():double  
+ setWidth(w:double):double  
+ setHeight(h:double):double  
+ getArea():double  
+ getPerimeter():double

## EvenNumber

- current:int = 0

+ getValue():int  
+ getNext:int  
+ getPrevious():int