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I Drawable
   + ~I_Drawable()
   + iDraw()
   + iDraw()
       Α
         Shape
+ ~A Shape()
+ aMove()
+ aRotate()
+ aRightFlip()
+ aLeftFlip()
+ aReverse()
+ alsInShape()
+ aGetPoints()
+ aSetPoints()
+ aToString()
+ aCurrentAngular()
+ aLeftCorner()
+ aGetShape()
+ aGetColor()
+ aGetArea()
+ aGetStatusReverse()
+ computeDistance()
     C GTriangle
+ ~C_GTriangle()
+ C_GTriangle()
+ C_GTriangle()
+ C_GTriangle()
+ aMove()
+ aRotate()
+ aRightFlip()
+ aLeftFlip()
+ aReverse()
+ iDraw()
+ iDraw()
+ alsInShape()
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+ aSetPoints()
+ aToString()
+ aCurrentAngular()
+ aLeftCorner()
+ aGetShape()
+ aGetColor()
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+ aGetArea()

+ aGetStatusReverse()