```
_Drawable
         Drawable()
   + iDraw()
   + iDraw()
         _Drawable()
     iDraw()
     iDraw()
       Α
           Shape
  ~A
       _Shape()
+ aMove()
+ aRotate()
+ aRightFlip()
+ aLeftFlip()
+ aReverse()
+ alsInShape()
+ aGetPoints()
+ aSetPoints()
+ aToString()
+ aCurrentAngular()
+ aLeftCorner()
+ aGetShape()
+ aGetColor()
+ aGetArea()
+ ~A_Shape()
+ aMove()
+ aRotate()
+ aRightFlip()
+ aLeftFlip()
+ aReverse()
+ alsInShape()
+ aGetPoints()
+ aSetPoints()
+ aToString()
+ aCurrentAngular()
+ aLeftCorner()+ aGetShape()+ aGetColor()
+ aGetArea()
+ computeDistance()
+ computeDistance()
              Δ
         MTriangle
     C
    C_MTriangle()
       MTriangle()
      MTriangle(
   C
       _MTriangle()
   aMove()
  - aRotate()
- aRightFlip()
- aLeftFlip()
 + aReverse()
 + iDraw()
 + iDraw()
 + alsInShape()
+ aGetPoints()
+ aSetPoints()
 + aToString()
  aCurrentAngular()
 + aLeftCorner()
 + aGetShape()
+ aGetColor()
+ aGetArea()
    C_MTriangle()
C_MTriangle()
   C_MTriangle()
C_MTriangle()
       MTriangle()
   aMove()
 + aRotate()
 + aRightFlïp()
 + aLeftFlip()
 + aReverse()
   iDraw()
   iDraw()
 + alsInShape()
 + aGetPoints()
 + aSetPoints()
 + aToString()
 + aCurrentAngular()
+ aLeftCorner()
 + aGetShape()
+ aGetColor()
  aGetArea()
```