GeometricObject -color: str = "green" -filled: bool = True _init__(color: str, filled: bool) getColor(): str setColor(color: str) isFilled(): bool setFilled(filled: bool) _str__(): str Circle Rectangle -radius: float -width: int = 1-height: int = 1 __init__(radius: float) getRadius(): float __init__(width: int, height: int) setRadius(radius: float) getWidth(): int getArea(): float setWidth(width: int) getDiameter(): float getHeight(): int getPerimeter(): float setHeight(height: int) printCircle(): str getArea(): int getPerimeter(): int



