

| Triângulo |
|-----------------------------------|
| -base: double |
| -altura: double |
| -area: double |
| +recebaAltura(): void |
| +recebaBase(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Quadrado |
|--|
| -lado: double |
| -area: double |
| +recebaLado(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| ▼ +mostrarAreaComRetorno(): double |

| Círculo |
|-----------------------------------|
| -raio: double |
| -area: double |
| +recebaRaio(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Retângulo |
|-----------------------------------|
| -base: double |
| -altura: double |
| -area: double |
| +recebaAltura(): void |
| +recebaBase(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Trapézio |
|-----------------------------------|
| -baseMaior: double |
| -baseMenor: double |
| -altura: double |
| -area: double |
| +recebaBaseMaior(): void |
| +recebaBaseMenor(): void |
| +recebaAltura(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Losango |
|-----------------------------------|
| -diagMaior: double |
| -diagMenor: double |
| -area: double |
| +recebaBaseMaior(): void |
| +recebaBaseMenor(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Paralelogramo |
|-----------------------------------|
| -base: double |
| -altura: double |
| -area: double |
| +recebaAltura(): void |
| +recebaBase(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Pentágono |
|-----------------------------------|
| -lado: double |
| -apotema: double |
| -area: double |
| +recebaLado(): void |
| +calcApotema(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |

| Hexágono |
|-----------------------------------|
| -lado: double |
| -area: double |
| +recebaLado(): void |
| +calcArea(): void |
| +mostrarArea(): void |
| +mostrarAreaComRetorno(): double |