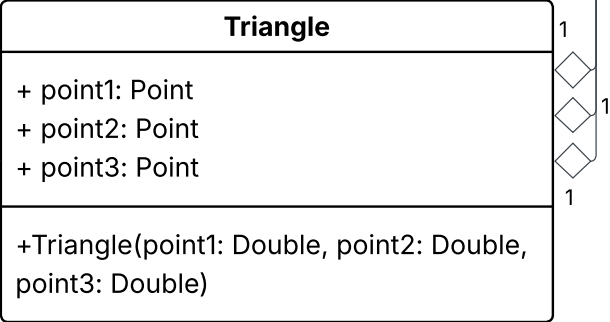
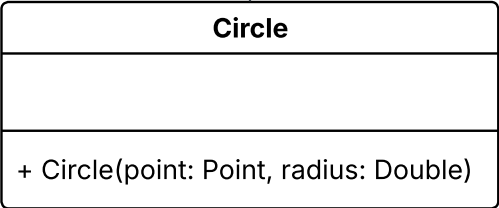
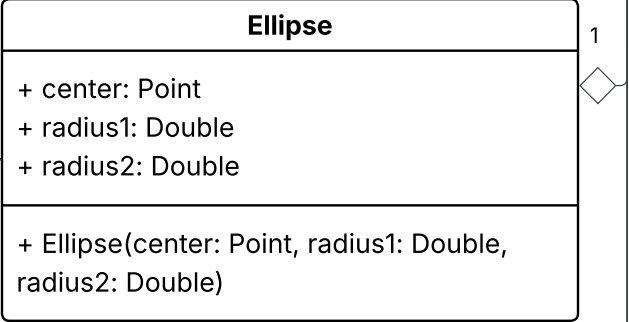
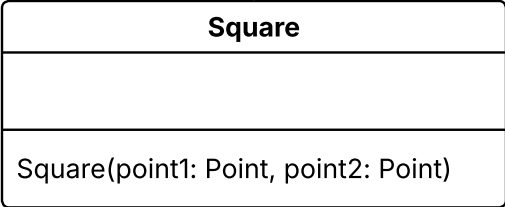
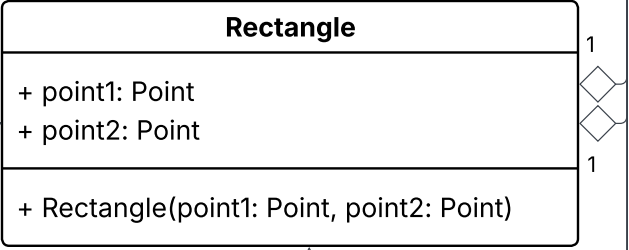
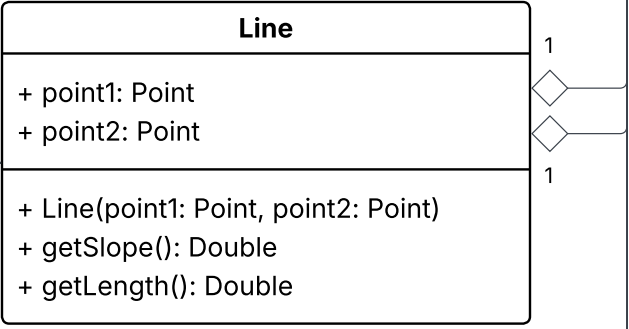
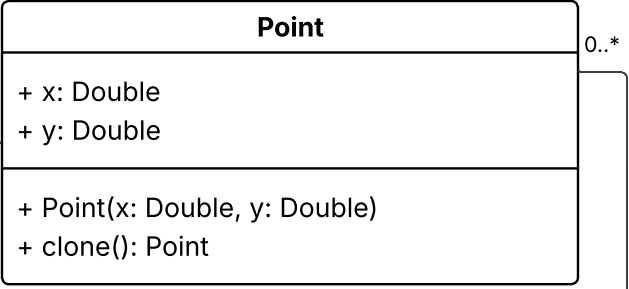
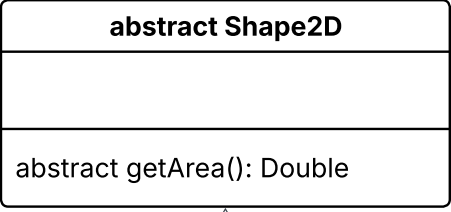
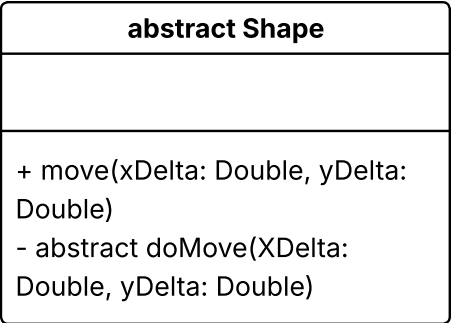


Any public attributes can be assumed to be private with a public getter and a private setter

Deltas cannot be NaN or Infinite

move calls doMove with the same parameters it received after performing validation on the input to avoid reimplementing validation in each subclass.



Coordinates cannot be NaN or Infinite

The two points cannot have the same coordinates

Cannot have 0 width or height

Width or height cannot be 0

The area cannot be 0

Both Ellipse radii are set to the radius passed in the Circle constructor

The area cannot be 0