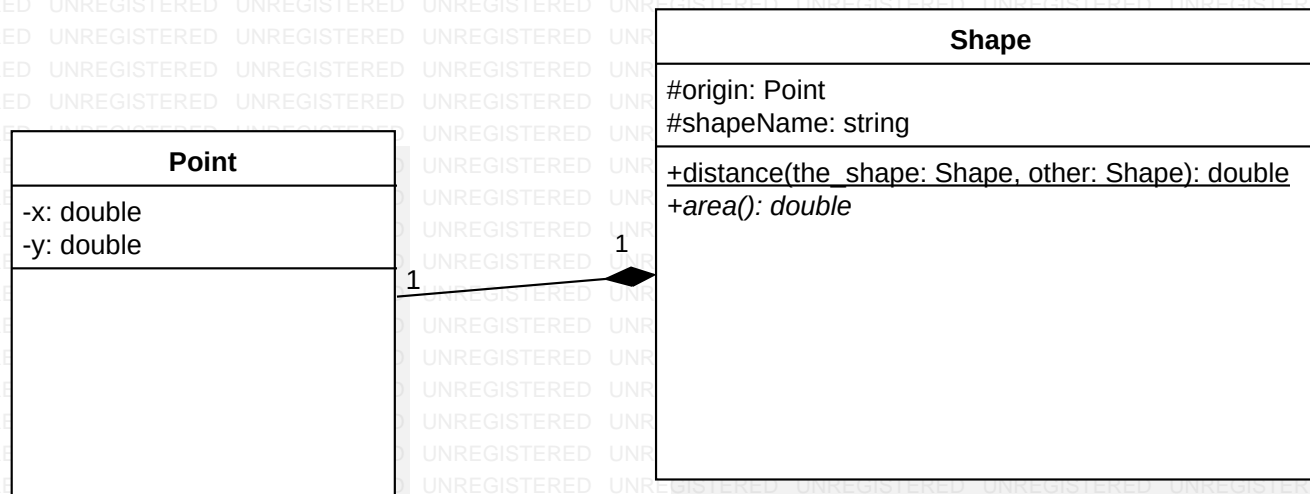Model::Main

C++ Code

Shape

#origin: Point
#shapeName: string

+distance(the_shape: Shape, other: Shape): double
+*area(): double*

Point

-x: double
-y: double

1   1

Java:

«interface»
Clonable

Type D

Node

~keyM: Integer
~Item: D
~nextM: Node <D>

Integer

1   1