Figure

#x: int

#y: int

#name: String

+move(): void

+flip(): void

+rotate(): void

+toString(): void

Circle

#r: int

+move(): void

+flip(): void

+rotate(): void

+toString(): String

Ellipse

#rx: int

#ry: int

+move(): void

+flip(): void

+rotate(): void

+toString(): String

Rectangle

#width: int

#height: int

+move(): void

+flip(): void

+rotate(): void

+toString(): String