

- + ~GeometricObject()
- + Destroy()
- # GeometricObject()

Conic

- body implementation
- + Destroy()
- + Notify()

Line

- body implementation
- + Line()
- + ~Line()
- + Destroy()
- + Notify()
- + SetEquation()

Point

- body
- implementation
- + Point()
- + ~Point() + Destroy()
- + Notify()
- + SetEquation()
- + GetEquation()