

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

## Conic

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

## Line

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

## **Point**

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