

# Circle

*Run-Time Type*

Inherited from `Object`

- ;) `String toString()`
- ;) `boolean equals(Object obj)`

Inherited from `Shape` implemented in `Circle`

- ;) `double getArea()`

Inherited from `Printable` implemented in `Circle`

- ;) `void print()`

Defined in `Circle`

- ;) `boolean contains(Point p)`

# ColouredCircle

*Run-Time Type*

Inherited from Object

- ;) `String toString()`
- ;) `boolean equals(Object obj)`

Inherited from Shape implemented in Circle

- ;) `double getArea()`

Inherited from Printable implemented in Circle

- ;) `void print()`

Inherited from Circle

- ;) `boolean contains(Point p)`

Defined in ColouredCircle

- ;) `Colour getColour()`

# Square

*Run-Time Type*

Inherited from `Object`

- ;) `String toString()`
- ;) `boolean equals(Object obj)`

Inherited from `Shape` implemented in `Square`

- ;) `double getArea()`

Inherited from `Printable` implemented in `Square`

- ;) `void print()`

Defined in `Square`

- ;) `double getSides()`

# Circle

*Compile-Time Type*









# ColouredCircle

*Compile-Time Type*











# Square

*Compile-Time Type*



Shape

*Compile-Time Type*



# Printable

*Compile-Time Type*





Object

*Compile-Time Type*