

Circle
- rordus: double
- center: double
+ p1 : double
+ area () : double
+ perimeter () : double
+ move To () : vaid
+ get Parameters (): double []
+ Set Parameters (center livi; double : void
Noolwis New; double : void
+ to String (): String

Injurate

- length: double

- center: double

+ areal): double

+ perimuter(): double

+ move To (): vaid

+ get Parameters(): double []

toet Parameters(enternew: double

lengthnew: double): vaid

+ to String (): Strung

Square
- length: double
- center: double
+ area (): double
+ perimeter (): double
+ move To (): void
+ get Parameters(): alouble (T
+ Set Parameters (centernew: alouble
+ toothing (): String

Pentagon

- length: daulde

- center: daulde

+ area (): daulde

+ perimeter (): daulde

+ move To (): vaial

+ get Parameters (center widaide,
length view: daulde): vaial

+ toothing (): Strivg