Cone

-double height

Metoder:
#findInnerVolume,()
#findVolum()
#findSurfaceArea()
#findWeight()
+toString()

Getere og Settere:
+getHeight()
+setHeight(, height: double)

Constructors:
#Cone()
#Cone((radius: double, thickness: double, height: double)

Circle

-double radius

Metoder:

#findArea()
#findCircumference()
+toString()

Getere og settere:
+getRadius()
+setRadius(radius: dobule)

Constructors:
#Circle()
#Circle(radius: dobule, thickness: double)

Sphere

Metoder:
#findInnerVoume()
#findVolume,()
#findSurfaceArea()
#findWeight()
+toString()

Constructors:
#Sphere()
#Sphere(radius: double, thickness: double)

Cylinder

-double height

Metoder:
#findVolume,()
#findInnerVolume,()
#findSurfaceArea()
#findWeight()
+toStiring()

Getere og Settere:
+getHeight()
+setHeight(, height: double)

Constructors:
#Cylinder()
#Cylinder(radius: double, thickness: double, height: double)

GeometricObject

-**final double IRON_WEIGHT**
- double thickness

Abstrakte Metoder:
#findArea()
#findVolume,()
#findCircumference()
#findSurfaceArea()
#findWeight()
#findInnerVolume()
+toString()

Getere og settere:
+getIronWeight()
+getThickness()
+setThickness(thickness: double)

Constructors:
#GeometricObject()
#GeometricObject(thickness: double)

Rectangle

-double lenght
-double width

Metoder:
#findArea()
#findCircumference()
+toString()

Getere og settere:
+getLength()
+getWidth()
+setLengt(lenght: double)
+setWidth(, width: double)

Constructors:
#Rectangle()
#Rectangle(thickness: double, lenght: double, width: double)

Box

-double height

Metoder
#findInnerVolume,()
#findVolume()
#findCircumference()
#findSurfaceArea()
#findWeight()
+toString()

Getere settere:
+getheight()
+setheight(height. double)

Constructors:
Box()
Box(thickness: double, lenght: double, width: double, height. double)