Cone

-double height

Constructors:

#Cone()

#Cone((radius: double, thickness:

double, height: double)

Metoder:

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

Getere og Settere:

+getHeight()

+setHeight(, height: double)

Sphere

Constructors:

#Sphere()

#Sphere(radius: double, thickness: double)

Metoder:

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

Circle

-double radius

Constructors:

#Circle()

#Circle(radius: dobule, thickness: double)

Metoder:

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

Getere og settere:

+getRadius()

+setRadius(radius: dobule)

Cylinder

-double height

Constructors:

#Cylinder()

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

double)

Metoder:

#findVolume,() #findInnerVolume,() #findSurfaceArea()

#findWeight()

+toStiring()

Getere og Settere:

+getHeight()

+setHeight(, height: double)

GeometricObject

-final double IRON WEIGHT

Constructors:

#GeometricObject()

#GeometricObject(thickness: double)

Abstrakte Metoder:

#findArea() #findVolume,() #findCircumference() #findSurfaceArea() #findWeight()

#findInnerVolume()

+toString()

Getere og settere:

+getIronWeight()

+getThickness()

+setThickness(thickness: double)

- double thickness

Getere og settere:

#findCircumference()

-double lenght -double width

Constructors:

#Rectangle()

Metoder:

#findArea()

+toString()

+getLength()

+getWidth()

+setLengt(lenght: double)

Rectangle

#Rectangle(thickness: double,

lenght: double, width: double)

+setWidth(, width: double)

Box

-double height

Constructors:

#Box()

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

Metoder

#findInnerVolume,()

#findVolume()

#findCircumference()

#findSurfaceArea()

#findWeight()

+toString()

Getere settere:

+getheight()

+setheight(height. double)