Interface - Shapes

<<interface>>
Shape

+ getArea(): double
+ getPerimeter(): double
+ draw(): void

Square

- width: int

+ Square(int width)
+ getArea(): double
+ getPerimeter(): double
+ draw(): void

Circle

- radius: int

+ Circle(int radius)
+ getArea(): double
+ getPerimeter(): double
+ draw(): void

Triangle

- base: int
- height: int

+ Triangle(int base, int height)
+ getArea(): double
+ getPerimeter(): double
+ draw(): void