



```
Figura {  
+ calcularArea(): double  
+ calcularPerimetro(): double  
}
```

```
Quadrado {  
- lado: double  
+ getLado(): double  
+ setLado(lado: double): void  
+ calcularArea(): double  
+ calcularPerimetro(): double  
}
```

```
Triângulo {  
- base: double  
- lado1: double  
- lado2: double  
- altura: double  
+ getBase(): double  
+ setBase(base: double): void  
+ getLado1(): double  
+ setLado1(lado1: double): void  
+ getLado2(): double  
+ setLado2(lado2: double): void  
+ getAltura(): double  
+ setAltura(altura: double): void  
+ calcularArea(): double  
+ calcularPerimetro(): double  
}
```

```
}
```

```
Círculo {  
- raio: double  
+ getRaio(): double  
+ setRaio(raio: double): void  
+ calcularArea(): double  
+ calcularPerimetro(): double  
}
```

```
Retângulo {  
- altura: double  
+ getAltura(): double  
+ setAltura(altura: double): void  
+ calcularArea(): double  
+ calcularPerimetro(): double  
}
```

```
Desenho {  
+ desenhar(): String  
}
```