|  |
| --- |
| Terreno |
| -noVert: int  -x:int[]  -y:int[] |
| +Terreno()  +Terreno(noVert:int, x:int[], y:int[])  +setNoVert(noVert:int)  +getNoVert():int  +setX(x:int[])  +getX():int[]  +setY(i:int[])  +getY():int[]  +area():double  +toString():String |