```java
public class Main {
    public static void main(String[] args) {
        Frame frame = new Frame();
        frame.setSize(300, 300);
        Platno p;
        p = new Platno();

        GeomUtvar shape = new Stvorec(50, new Suradnica(100,100));
        p.addUtvar(shape);
        GeomUtvar shape2 = new Stvorec(50, new Suradnica(20,60));
        p.addUtvar(shape2);
        GeomUtvar shape3 = new Kruznica(30, new Suradnica(150,60));
        p.addUtvar(shape3);
        shape3.setFarba(Color.BLUE);

        frame.add("Center",p);
        frame.setVisible(true);
        p.repaint();
    }
}

abstract public class GeomUtvar implements Vykreslitelny {
    protected Suradnica hlavna_suradnica;
    protected Color farba;
    abstract public double obvod();
    abstract public double obsah();

    public void setHlavna_suradnica(Suradnica hlavna_suradnica) {
        this.hlavna_suradnica = hlavna_suradnica;
    }

    public Suradnica getHlavna_suradnica() {
        return hlavna_suradnica;
    }

    public Color getFarba() {
        return farba;
    }

    public void setFarba(Color farba) {
        this.farba = farba;
    }
}

public interface Vykreslitelny {
    public abstract void draw(Graphics2D g);
}

public class Suradnica {
    private int x;
    private int y;

    public Suradnica() {
    }

    public Suradnica(int x, int y) {
        this.x = x;
        this.y = y;
    }

    public int getX() {
        return x;
    }

    public void setX(int x) {
        this.x = x;
    }

    public int getY() {
        return y;
    }

    public void setY(int y) {
```

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 74            this.y = y;
 75        }
 76    }
 77
 78    public class Kruznica extends GeomUtvar{
 79        private int polomer;
 80
 81        public Kruznica(int polomer, Suradnica suradnica) {
 82            super.hlavna_suradnica = suradnica;
 83            super.farba = Color.BLACK;
 84            this.polomer = polomer;
 85        }
 86        public Kruznica(int polomer, Suradnica suradnica, Color farba) {
 87            super.hlavna_suradnica = suradnica;
 88            super.farba = farba;
 89            this.polomer = polomer;
 90        }
 91
 92        @Override
 93        public double obvod() {
 94            return 2*Math.PI*polomer;
 95        }
 96
 97        @Override
 98        public double obsah() {
 99            return Math.PI*Math.pow(polomer,2.0);
100        }
101
102        @Override
103        public void draw(Graphics2D g) {
104            g.setColor(this.farba);
105            g.fillOval(hlavna_suradnica.getX(), hlavna_suradnica.getY(), polomer, polomer
                );
106        }
107
108    }
109
110    public class Stvorec extends GeomUtvar{
111        private int dlzka;
112
113        public Stvorec(int dlzka, Suradnica suradnica) {
114            super.farba = Color.BLACK;
115            this.dlzka = dlzka;
116            this.hlavna_suradnica = suradnica;
117        }
118
119        public Stvorec(int dlzka, Suradnica suradnica, Color farba) {
120            super.farba = farba;
121            this.dlzka = dlzka;
122            this.hlavna_suradnica = suradnica;
123        }
124        @Override
125        public double obvod() {
126            return 2*(dlzka+dlzka);
127        }
128
129        @Override
130        public double obsah() {
131            return dlzka*dlzka;
132        }
133
134        @Override
135        public void draw(Graphics2D g) {
136            g.setColor(farba);
137            g.fillRect(hlavna_suradnica.getX(), hlavna_suradnica.getY(), dlzka, dlzka);
138        }
139    }
140
141    public class Platno extends Panel{
142        private ArrayList<GeomUtvar> shapes = new ArrayList<GeomUtvar>();
143
144        public void addUtvar(GeomUtvar utvar){
145            shapes.add(utvar);
```

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        }
    public void removeUtvar(GeomUtvar utvar){
        shapes.remove(utvar);
    }

    @Override
    public void paint(Graphics g) {
        super.paint(g);
        Graphics2D g2 = (Graphics2D) g;
        for (GeomUtvar geomUtvar : shapes){
            geomUtvar.draw(g2);
        }
    }
}
```