## Package::Model Class: Polyeder

- triangleList: ArrayList<Triangle>
- surface: float
- volume: float
- + Polyeder(triangleList: ArrayList<Triangle>)
- calcSurface(): void
- calcVolume(): void
- + getSurface(): float
- + getVolume(): float
- + getTriangleList(): ArrayList<Triangle>

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## Package::Model Class:Triangle

- vertices: Vertex[]
- normale: Vertex
- area: float
- + Triangle(vertices: Vertex[])
- calcEdge(p1: Vertex, p2: Vertex): float
- calcArea(): void
- + getVertices(): Vertex[]
- + getNormal(): Vertex
- + getArea(): float



## Package::Model Class: Vertex

- x: float
- y: float
- z: float
- + Vertex(x: float, y: float, z: float)
- + getX(): float
- + getY(): float
- + getZ(): float