UML class diagram:

**Point**
- x
- y
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+ Point()
+ Point()
+ getX()
+ getY()
+ setX()
+ setY()
+ operator=()
+ operator+=()

#center

**Shape**

---
+ Shape()
+ Shape()
+ getCenter()
+ setCenter()
+ getType()
+ getArea()

**Triangle**
- base
- height
---
+ Triangle()
+ Triangle()
+ getType()
+ getArea()