Class Shape

- id:int
- name: String
- position: String
- + Shape(id, position): void
- + getId(): int
- + getPosition(): string
- + geName(): string
- + toString(): string

Class Triangle

- base_tri : double
- height_tri: double
- + Triangle(id, position, base, height)
- + getbase(): double
- + calculateArea(): double
- + getHeight(): double
- + toString(): string

Class Square

- side_squ : double
- + Square(id int,position,side):void
- + getSide(): double
- + calculateArea():double
- + toString(): string

Class Circle

- Radius_cir : double
- + Circle(id,radius, position):void
- + getRadius(): double
- + calculateArea():double
- + toString(): string