+ Square()

+ Square(side:Double)

+ Square(side:Double, color:String,

filled:Boolean)

+ getSide():Double

+ setSide(width:Double):void

+ setWidth(side:Double):Double

+ setLength(side:Double):Double

+ toString():String

**Square**

+ Rectangle()

+ Rectangle(width:Double, length:Double)

+ Rectangle(width:Double, length:Double,

color:String, filled:Boolean)

+ getWidth():Double

+ setWidth(width:Double):void

+ getLength():Double

+ setLength(length:Double):void

+ getArea():Double

+ getPerimeter():Double

+ toString():String

+ Circle()

+ Circle(radius:Double)

+ Circle(radius:Double, color:String,

filled:Boolean)

+ getRadius():Double

+ setRadius(radius:Double):void

+ getArea():Double

+ getPerimeter():Double

+ toString():String

- width:Double = 1.0

- length:Double = 1.0

- radius:Double = 1.0

**Rectangle**

**Circle**

**Shape**

+ Shape()

+ Shape(color:String, filled:Boolean)

+ getColor():String

+ setColor(color:String):void

+ isFilled():Boolean

+ setFilled(filled:Boolean):void

+ toString():String

- color:String = “red”

- filled:Boolean = true