Module 3 Programming Assignment (2)

GeometricObject

+ GeometricObject()

+ getArea(): double | (abstract)

+ getPerimeter(): double | (abstract)

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Circle

- radius: double

+ Circle()

+ Circle(radius: double)

+ getRadius(): double

+ setRadius(radius: double): void |

+ getArea(): double

+ getPerimeter(): double

+ compareTo(obj: Circle): int

+ equals(obj: Object): boolean|

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Comparable

+ compareTo(T o): int