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| Shape |
| Shape()  Perimeter: float  Area: float |

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| Circle |
| Circle()  Pi = 3.14  Radius: int  Perimeter: float  Area: float |

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| Triangcle |
| Triangcle()  Triangcle(base: int, height: int)  Perimeter: float  Area: float |

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| --- |
| Retangcle |
| Retangcle()  Retangcle(length:int, width: int)  Perimeter: float  Area: float |

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| --- |
| equilateral triangle |
| Range  Perimeter: float  Area: float |

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| --- |
| Square |
| Range: int  Perimeter: float  Area: float |

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| --- |
| Right triangcle |
| Square of two sides: int  Perimeter: float  Area: float |