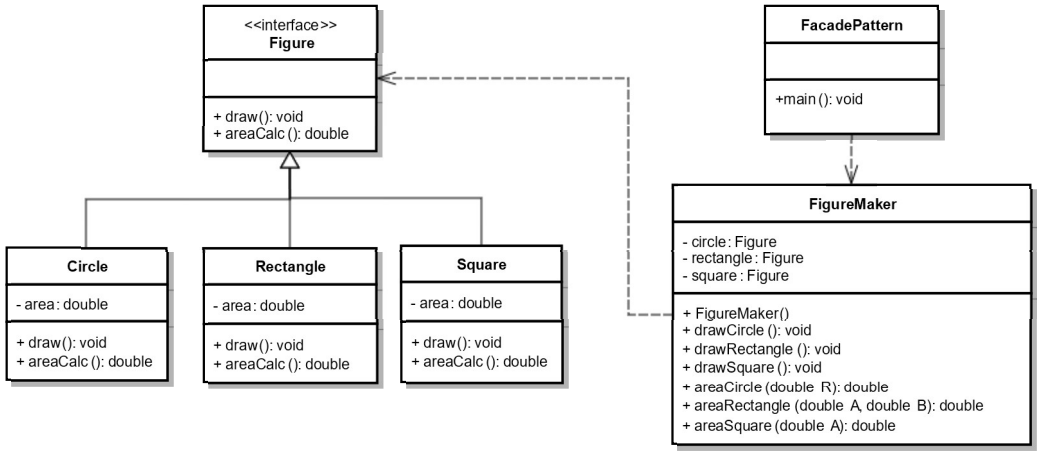
<<interface>>
Figure
+ draw(): void
+ areaCalc(): double
FacadePattern
+main(): void
Circle
- area: double
+ draw(): void
+ areaCalc(): double
Rectangle
- area: double
+ draw(): void
+ areaCalc(): double
Square
- area: double
+ draw(): void
+ areaCalc(): double
FigureMaker
- circle: Figure
- rectangle: Figure
- square: Figure
+ FigureMaker()
+ drawCircle(): void
+ drawRectangle(): void
+ drawSquare(): void
+ areaCircle(double R): double
+ areaRectangle(double A, double B): double
+ areaSquare(double A): double