

# Exercise

Alexandre Bergel

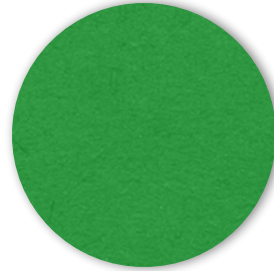
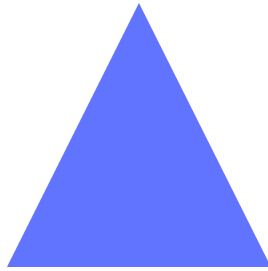
Nancy Hitschfeld

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# Geometrical shapes: Version 1.0

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We would like to design a small code library to manipulate different graphical shapes:



Shapes may be added into a Canvas.

# Version 1.0

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The idea is to define 5 classes and 1 interface

Classes: Canvas, AbstractShape, Box, Circle, Triangle

Interface: Shape

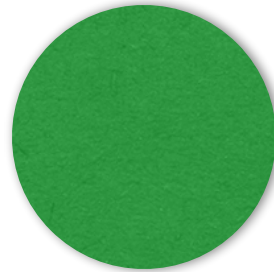
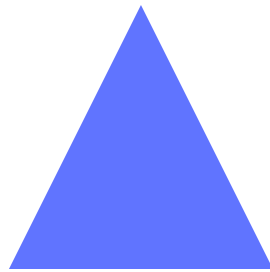
Until now, there is no particular behavior attached to the code. So, many classes are empty.

Shapes can be added to a canvas.

# Geometrical shapes: Version 1.1

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We would like to design a small code library to manipulate different graphical shapes:



Shapes may be added into a Canvas.

*New features: we would like to be able to count the number of shapes, get the list of all colors used in the canvas, ...*

# Version 1.1

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We need to add two functionalities: counting the number of shapes in a canvas, and collecting colors

Let's try to implement the first functionality