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1 //Nakreslite diagram tried z tohto zdrojového kódu:
2
3 public class Suradnica {
4     private int x;
5     private int y;
6
7     public Suradnica() {
8     }
9
10    public Suradnica(int x, int y) {
11        this.x = x;
12        this.y = y;
13    }
14
15    public int getX() {
16        return x;
17    }
18
19    public void setX(int x) {
20        this.x = x;
21    }
22
23    public int getY() {
24        return y;
25    }
26
27    public void setY(int y) {
28        this.y = y;
29    }
30 }
31
32 abstract public class GeomUtvar implements Drawable {
33     protected Suradnica hlavna_suradnica;
34     abstract public double obvod();
35     abstract public double obsah();
36
37     public void setHlavna_suradnica(Suradnica hlavna_suradnica) {
38         this.hlavna_suradnica = hlavna_suradnica;
39     }
40
41     public Suradnica getHlavna_suradnica() {
42         return hlavna_suradnica;
43     }
44 }
45
46 public interface Drawable {
47     public abstract void draw(Graphics2D g);
48 }
49
50 public class Kruznica extends GeomUtvar{
51     private int polomer;
52
53     public Kruznica(int polomer, Suradnica suradnica) {
54         super.hlavna_suradnica = suradnica;
55         this.polomer = polomer;
56     }
57
58     @Override
59     public double obvod() {
60         return 2*Math.PI*polomer;
61     }
62
63     @Override
64     public double obsah() {
65         return Math.PI*Math.pow(polomer,2.0);
66     }
67
68     @Override
69     public void draw(Graphics2D g) {
70         g.fillOval(hlavna_suradnica.getX(), hlavna_suradnica.getY(), polomer, polomer);
71     }
72 }

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73
74 public class Stvorec extends GeomUtvar{
75     private int dlzka;
76
77     public Stvorec(int dlzka, Suradnica suradnica) {
78         this.dlzka = dlzka;
79         this.hlavna_suradnica = suradnica;
80     }
81
82     @Override
83     public double obvod() {
84         return 2*(dlzka+dlzka);
85     }
86
87     @Override
88     public double obsah() {
89         return dlzka*dlzka;
90     }
91
92     @Override
93     public void draw(Graphics2D g) {
94         g.fillRect(hlavna_suradnica.getX(), hlavna_suradnica.getY(), dlzka, dlzka);
95     }
96 }
97
98 public class Platno extends Panel{
99     private ArrayList<GeomUtvar> shapes = new ArrayList<GeomUtvar>();
100
101     public void addUtvar(GeomUtvar utvar){
102         shapes.add(utvar);
103     }
104     public void removeUtvar(GeomUtvar utvar){
105         shapes.remove(utvar);
106     }
107     public void paintComponent(Graphics g){
108         super.paintComponents(g);
109         Graphics2D g2 = (Graphics2D) g;
110         for (GeomUtvar geomUtvar : shapes){
111             geomUtvar.draw(g2);
112         }
113     }
114 }
115

```