**Classes, Objects, Methods and Constructor**

4.2 Design a class named Triangle to represent a triangle:

The class contains-

Three double data fields named side1,side2 and side3 that specify the three sides of the triangle.the default values are 1 for all the sides.

A no-arg constructor creates a default triangle.

A constructor that creates a triangle with specified sides.

A method named getarea() that returns the area of this triangle.