Class Traingle

{

int peeps,base,hyp;

int Sin = perp/hyp ;

int Cos = base/hyp ;

int tan = perp/base ;

Triangle ( float Sin, Cos, Tan )

{

This. Sin, Cos, Tan = Sin, Cos, Tan ;

}

Float Sin( )

{

Sin = perp/hyp ;

}

Float Cos( )

{

Cos = base/hyp ;

}

Float Tan( )

{

Tan = perp/base ;

}

}