TRIANGLE

- side1: double
- side2: double
- side3: double
- objectCount: int {static}

+ Triangle()
+ Triangle(side: double)
+ Triangle(x: double, y: double)
+ Triangle(side1: double, side2: double, side3: double)
+ Triangle(other: Triangle)

+ getObjectCount(): int {static}
+ getSide1(): double
+ getSide2(): double
+ getSide3(): double
+ getPerimeter(): double
+ getArea(): double

+ setSide1(side1: double): void
+ setSide2(side2: double): void
+ setSide3(side3: double): void
+ setSides(side1: double, side2: double, side3: double): void

+ isEquilateral(): boolean
+ isRightAngle(): boolean
+ isScalene(): boolean
+ isIsosceles(): boolean

+ toString(): String