

## Triangle

-side1: double = 1.0  
-side2: double = 1.0  
-side3: double = 1.0

+Triangle()  
+Triangle(side1: double, side2: double, side3: double)  
+getSide1(): double  
+getSide2(): double  
+getSide3(): double  
+getArea(): double  
+getPerimeter(): double  
+toString(): String