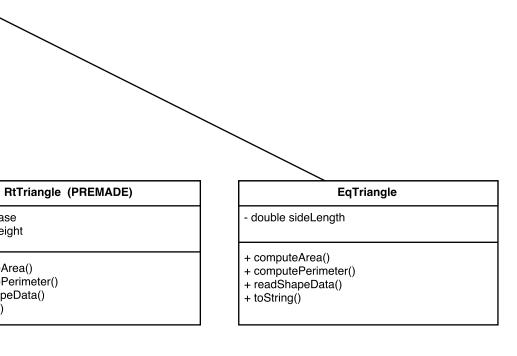


//note: no changes made to rectangle code since a square can be

considered a rectangle for calculation purposes.



```
@Override
public double computeArea() {
    return (sqrt(3)/4) * (sideLength^2);
}

@Override
public double computePerimeter() {
    return 3 * sideLength;
}
```