





RtTriangle (PREMADE)
base height
Area() Perimeter() readShapeData() toString()

EqTriangle
- double sideLength
+ computeArea() + computePerimeter() + readShapeData() + toString()

EqTriangle code changes
@Override public double computeArea() { return (sqrt(3)/4) * (sideLength^2); } @Override public double computePerimeter() { return 3 * sideLength; }