TriangleNew

- triangleSides : integer[]
- isTriangle : Boolean = true
- isRightTriangle : Boolean
- isIsoscelesTriangle : Boolean
- isEquilateralTriangle : Boolean

+ TriangleNew (triangleSides : integer[])
+ getPerimeter(triangleSides : integer[]) : int
+ isRight(triangleSides : integer[], isRightTriangle : Boolean) : Boolean
+ isIsosceles(triangleSides : integer[], isIsoscelesTriangle : Boolean) : Boolean
+ isEquilateral(triangleSides : integer[], isEquilateralTriangle : Boolean) : Boolean
+ isValid(triangleSides : integer[], isTriangle : Boolean) : Boolean
+ computeArea(triangleSides : integer[]) : double