

Quadrilateral
<div> <div>- x1: double</div> <div>- x2: double</div> <div>- x3: double</div> <div>- x4: double</div> <div>- y1: double</div> <div>- y2: double</div> <div>- y3: double</div> <div>- y4: double</div> </div>
<div> <div>+ Quadrilateral()</div> <div>+ Quadrilateral(x1_,x2_,x3_,x4_,y1_,y2_,y3_,y4_)</div> <div>+ get_x1():double</div> <div>+ get_x2():double</div> <div>+ get_x3():double</div> <div>+ get_x4():double</div> <div>+ get_y1():double</div> <div>+ get_y2():double</div> <div>+ get_y3():double</div> <div>+ get_y4():double</div> <div>+ set_x1(double):void</div> <div>+ set_x2(double):void</div> <div>+ set_x3(double):void</div> <div>+ set_x4(double):void</div> <div>+ set_y1(double):void</div> <div>+ set_y2(double):void</div> <div>+ set_y3(double):void</div> <div>+ set_y4(double):void</div> <div>+ find_angle(x1,y1,x2,y2,x3,y3):double</div> <div>+ find_length(x1,y1,x2,y2):double</div> <div>+ P():double</div> <div>+ S():double</div> <div>+ fin_to_string():string</div> <div>+ find_type():void</div> <div>+ check_vip():string</div> <div>+ rad_around():double</div> <div>+ rad_in():double</div> </div>