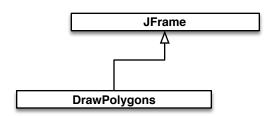
## Polygons



JPanel	
ф	

RegularPolygonPanel		
- numberofsides: int	Number of sides for the polygon to be created.	
+ RegularPolygonPanel()	Default constructor creates a polygon with 3 sides.	
+ RegularPolygonPanel(sides: int)	Constructor with set number of sides.	
# paintComponent(): void	Draws the polygon on the panel.	
	Creates a new polygon with points depending on the	
+ createPolygon: void	number of sides.	