

Triangle2D

- p1 : MyPoint
- p2 : MyPoint
- p3 : MyPoint

Triangle2D()

Triangle2D(newP1 : MyPoint, newP2 :
MyPoint, newP3 : MyPoint)

+ getP1() : MyPoint

+ setP1(newX : double, newY : double) :
void

+ getP2() : MyPoint

+ setP2(newX : double, newY : double) :
void

+ getP3() : MyPoint

+ setP3(newX : double, newY : double) :
void

+ getArea() : double

+ getPerimeter : double

+ containsPoint(newP : MyPoint) :
boolean

+ containsTriangle(newTriangle :
Triangle2D) : boolean

+ overlapsTriangle(newTriangle :
Triangle2D) : boolean

Point 1 of the triangle default (0,0)

Point 2 of triangle default (1, 1)

Point 3 of triangle default (2, 5)

No-arg constructor using defaults

Construct new triangle with new points

Get point 1 of triangle

Set new x and y values for point 1

Get point 2 of triangle

Set new x and y values for point 2

Get point 3 of triangle

Set new x and y values for point 3

Compute area of triangle

Compute perimeter of triangle

Method returns true if point newP is within

triangle

Method returns true if newTriangle is within

triangle

Method returns true if newTriangle overlaps
triangle