

# Polygon

The computation of polygon area is a fundamental part of Computational Science.

Most interesting polygons are for example:

- Triangle
- Quadrilateral

## Requirements

Write a software able to compute the area of the polygons listed:

- Simple Polygon
  - Triangle
    - \* Triangle Equilateral
  - Quadrilateral
    - \* Rectangle
    - \* Square

The following structure shall be implemented:

- Each type of polygon must implement a new method for computing the area by varying the information available for computing it;
- Depending on the information available, the polygon must call such new method or a method of a class higher in hierarchy.