

```
1  // #pragma once
2  // Definition/Interface for Triangle class
3  #ifndef TRIANGLE_H
4  #define TRIANGLE_H
5
6  #include <string>
7  using namespace std;
8
9  class Triangle
10 {
11 private:
12     double sides[3];
13     double area;
14 public:
15     Triangle(double side1 = 0, double side2 = 0, double side3 = 0);
16     ~Triangle();
17     void setSides(double side1, double side2, double side3);
18     void getSides(double &side1, double &side2, double &side3);
19     double getPerimeter();
20     void findArea();
21     double getArea();
22     string getType();
23 };
24
25 #endif
```