RegularPolygon
- int n - double side - double x - double y
+ RegularPolygon() + RegularPolygon(int, double) + RegularPolygon(int, double, double, double) + double getPerimeter() const + double getArea() const + int getN() const + double getSide() const + double getX() const + double getY() const + void setN(int) + void setSide(double) + void setX (double) + void setY(double)