

RegularPolygon
-n: int -side: double -x: double -y: double
+RegularPolygon() +RegularPolygon(n int, side double) +RegularPolygon(n int, side double, y double) +getNumOfSides(): int +getSide(): double +getX(): double +getY(): double +getPerimeter(): double +getArea(): double +setNumOfSides(n int) +setSide(side double) +setX(x int) +setY(y int)