Zakariyya 10/30/18

Shape = Octagon Object in the main class

Double side = variable for the side of the octagon class

Double area = variable to calculate the area of the shape in the Geometric Object class

Double side1 = variable to calculate the side of the triangle in the Geometric Object class

Double side2 = variable to calculate the second side of the triangle in the Geometric Object class

Double side3 = variable to calculate the third side of the triangle in the Geometric Object class

Public Octagon = default constructor

Public Octagon (Double sides) = constructor that allows for the user to inter a value in the main

Double get Sides () = the mutator method to aquire the side value from user

Double set Sides () = the accessor method to set the value of the side

Double get Area () = the method that returns the area of the octagon

Object clone () = the merthod that clones the geometric object class

Integer compare To ( Octagon o) = the method that allows the program to compare an object in another class