

Regular Polygon

n: int
side: double
x: double
y: double

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