

Class Triangle

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```
import java.util.*;  
/**  
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 * @teacher     Coglianese  
 * @version    2-27-18  
 * @period      2  
 *  
 * Class Triangle extends <abstract> Shape to  
 * create an equilateral Triangle shape  
 */  
public class Triangle extends Shape  
{  
    //Instance variables  
    private double mySide;  
  
    /**  
     * Constructs a new Triangle  
     *  
     * @param x    Double for side  
     */  
    public Triangle(double x)  
    {  
        mySide = x;  
    }  
  
    /**  
     * Returns double of triangle's area  
     */  
    public double findArea(){  
        return Math.sqrt(3)/4*mySide*mySide;  
    }  
  
    /**  
     * Returns double of triangle's perimeter  
     */  
    public double findPerimeter(){  
        return 3*mySide;  
    }  
  
    /**  
     * Returns double of triangle's side  
     */  
    public double getSide(){  
        return mySide;  
    }  
  
    /**  
     * Sets triangle's side  
     */
```

Class Triangle (continued)

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```
*  
 * @param x Double for side  
 */  
public void setSide(double x) {  
    mySide = x;  
}  
}
```