

## Class Triangle

1/2

```
import java.util.*;
/**
 * @author      Nathan Chen
 * @author      Benjamin Tu
 * @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
     */
}
```

Feb 27, 2019 9:44:37 AM

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