## Polygon.java

```
1 import java.awt.Color;
5 public class Polygon extends Shape {
      public Polygon()
 7
 8
          this(3, 1);
 9
      }
10
11
      public Polygon(int N, double radius)
12
13
          this(0,0,Color.black,N,radius);
14
      }
15
16
      public Polygon(int x, int y, Color color, int N, double radius)
17
18
          super(x,y,color);
19
          numSides = N;
20
          this.radius = radius;
21
22
23
      public double getPerimeter()
24
25
          return numSides*getSide();
26
27
28
      public double getArea()
29
30
          double apothem = getSide()/(2*Math.tan(180/numSides));
31
          return getPerimeter()*apothem/2;
32
      }
33
34
      public double getAngle()
35
36
          return 360/numSides;
37
38
39
      public double getSide()
40
      {
41
          return 2*radius*Math.sin(180/numSides);
42
43
      public String toString()
44
45
          return "(" + getSide() + ", " + getAngle() + ", " + getPerimeter() + ", " + getArea() +
46
47
48
49
      public boolean doOverlap(Shape s2)
50
      {
51
          return (this.getX() == s2.getX() && this.getY() == s2.getY());
52
      }
53
54
      public BoundingBox getBoundingBox()
55
56
          double minX = this.getX() - radius;
57
          double minY = this.getY() - radius;
58
          double width = 2*radius;
```

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```
59
          double height = 2*radius;
60
61
          return new BoundingBox(minX, minY, width, height);
62
      }
63
64
      public void draw(Graphics g)
65
          g.setColor(this.getColor());
66
          int[] x = new int[numSides];
67
68
          int[] y = new int[numSides];
69
70
          for(int i = 0; i < numSides; i++)</pre>
71
72
              double angle = i*getAngle();
              //g.drawLine((int)(this.getX()+radius*Math.cos(Math.toRadians(angle))),
73
74
                       //(int)(this.getY()+radius*Math.sin(Math.toRadians(angle))),
75
                       //(int)(this.getX()+radius*Math.cos(Math.toRadians(angle+getAngle()))),
76
                       //(int)(this.getY()+radius*Math.sin(Math.toRadians(angle+getAngle()))));
77
78
              x[i] = (int)(this.getX()+radius*Math.cos(Math.toRadians(angle)));
79
              y[i] = (int)(this.getY()+radius*Math.sin(Math.toRadians(angle)));
80
          }
81
82
          g.fillPolygon(x,y,numSides);
83
      }
84
      private int numSides;
85
      private double radius;
86
87 }
88
```