**Triangle.java**

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Class that displays the main Triangle menu and allows the user to select which type of triangle they want to create and analyze.

public class **Triangle** extends **CommonFunctions**

**Class Constants:**

None.

**Class Enumerations:**

**Choices**:

**EQUILATERAL** – An equilateral triangle is wanted.

**RIGHT** – A right triangle is wanted.

**ISOSCELES** – An isosceles triangle is wanted.

**EQUILATERAL** – A scalene triangle is wanted.

**GOBACK** – Go back in the menu hierarchy.

**Public Variables:**

None.

**Private Instance Variables:**

**Choices** **choices**;

Scanner **keyboard**;

EquilateralTriangle **equilateraltriangl**e – class object for an equilateral triangle

ScaleneTriangle **scalenetriangle** – class object for an scalene triangle

IsoscelesTriangle **isoscelestriangle**  – class object for an isosceles triangle

RightTriangle **righttriangle** – class object for an right triangle

**Constructors:**

public **Triangle**(Scanner **keyboard**)

Instantiates instances of the various triangle classes.

**Public Methods:**

void **Menu**()

Displays the main Triangle menu.

void **QueryUser**()

Get the user’s selection from the main Triangle menu.

void **ProcessCommand**()

Dispatches to the correct triangle processing code according to the user’s selection.

boolean Goback()

Back’s up one level in the menu hierarchy if the user selects the Go Back option.

**Private Methods:**

None.

**Mutators and Accessors:**

None.

**Public Static Methods:**

None.