**EquilateralTriangle.java**

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Class that allows the creation and display of user defined Equilateral triangles.

public class EquilateralTriangle extends CommonFunctions

**Overview**:

This class allows the user to select how he wants to define an Equilateral triangle and then allows the user to see the computed area, perimeter, or a graph of said triangle.

**Class Constants:**

None.

**Class Enumerations:**

**Choices**

**SETSIDES**

Allow the user to set sides for the rectangle

**PERIMETER**

Display the calculated perimeter of the rectangle.

**AREA**

Display the calculated area of the rectangle.

**DISPLAY**

Display a rectangle in console of all the sides.

**GOBACK**

Backup one level into the Triangle Menu

**Public Variables:**

None.

**Private Instance Variables:**

int **legA –** Length of one side.

Int **legB** – Length of the second side.

int **legC** –Length of the thirds side.

Choices **choice –** The user’s selected menu option.

Scanner **keyboard –** Allows for the retrieval of keyboard input.

**Constructors:**

**EquilateralTriangle**(Scanner **keyboard**)

**keyboard** – Scanner class object.

**legA = legB = legC = 0 –** Set app the sides to become 0

**Public Methods:**

void **QueryUser()**

The console will ask for the user to input a choice of the menu.

void **ProcessCommand**()

Will process command that may be set the sides of the triangle or get the perimeter or area or display the triangle.

boolean **goback**()

Returns **true** if the user selected the “Go Back” option in response to a menu.

**Private Methods:**

None.

**Mutators and Accessors:**

None.

**Test Interface/Sample:**

None.