class polygon():

def info(self):

print("In geometry, a polygon can be defined as a flat or plane, two-dimensional with straight sides.")

class decagon(polygon):

def \_\_init\_\_(self,a):

self.\_\_side=a

def draw(self):

import turtle

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

turtle.forward(self.\_\_side)

turtle.left(36)

def area(self):

area=10\*self.\_\_side\*self.\_\_side/(4\*0.324919)

return(area)

def perimeter(self):

peri=self.\_\_side\*10

return(peri)

