## Point Triangle -x: double -vertex1: point -y: double -vertex2: point -vertex3: point + Point(x,y) + Triangle(point,point,point) + Point() + setX(double) + Triangle() + setY(double) + setV1(point) + getX(): double + setV2(point) + getY(): double + setV3(point) + distancia(): double + getV1(): point + imprime(): void + getV2(): point + getV3(): point + perimeter(): double + area(): double