Regular Polygon Class UML Diagram

RegularPolygon

-n: int

-side: double

-x: double

-y: double

+RegularPolygon()

+RegularPolygon(int newN, double newSide)

+RegularPolygon(int newN, double newSide,

double newX, double newY)

+getN(): int

+getSide(): double

+getX(): double

+getY(): double

+setN(newN: int): void

+setSide(newSide: double): void

+setX(newX: double): void

+setY(newY: double): void

+getPerimeter(): double

+getArea(): double

polygon1: RegularPolygon

n = 3

side = 1.0

x = 0.0

y = 0.0

polygon2: RegularPolygon

n = 6

side = 4.0

x = 0.0

y = 0.0

polygon3: RegularPolygon

n = 10

side = 4.0

x = 5.6

y = 7.8

Note:

- : Private

+: Public