class Triangle

{

//All attributes are set to Private so that encapsulation can be enforced.

//e.g. all attributes can only be accessed in pre-defined ways

private double width;

private double height;

//Constructor method ensures each object can only be created if provided

//with a width and a height

public Triangle(double w, double h)

{

width = w;

height = h;

}

//Get area is a procedure - there are no parameters as it makes use of the

//attributes from within the class. It uses attributes from the class e.g.

//it makes use of encapsulation. The Object exists with all the values it

//needs when an object is instantiated.

public double getArea()

{

double area;

area = 0.5 \* width \* height;

return area;

}

//This is a setter method that allows an outside routine to interact with

//the objects variables. In this case it allows the outside world to provide

//a new width (w) and it sets the Objects specific width to the new value.

//This is enforcing encapsulation due to the fact that I am providing a setter

//method to allow the private attribute to be changed

public void setWidth(double w)

{

width = w;

}

//I don't need any Getter methods because the only function to the user is to

//return the area of a Triangle. If I wanted the user to be able to query what

//the height or width was.. I could create a getter method.

}