

RegularPolygon

n: int
side: double
x: double
y: double

RegularPolygon()
RegularPolygon(n: int, side: double)
RegularPolygon(n: int, side: double, x: double, y: double)
setN (n: int): void
setSide (side: double): void
setX (x: int): void
setY (y: int): void
getN(): int
getSide(): double
getX(): double
getY(): double
getPerimeter(): double
getArea(): double