Triangle

side1: double
side2: double
side3: double

Triangle(side1: double, side2: double, side3: double)
Triangle(a: double, b: double, c: double, color: String, filled: boolean)
getSide1(): double
setSide1(side1: double): void
setSide2(side2: double): void
setSide3(side3: double): void
show(): void
getArea(): double
getPerimeter(): double
toString(): String

GeometricObject

color: String
filled: boolean

GeometricObject()
GeometricObject(color: String, filled: boolean)
getColor(): String
setColor(color: String): void
isFilled(): boolean
setFilled(filled: boolean): void
getArea(): double
getPerimeter(): double