

1==

2==

```
class Retangulo {
    public double b;
    public double h;

    public Retangulo() {
        b = 2.0;
        h = 1.0;
    }

    public Retangulo(double base, double altura) {
        b = base;
        h = altura;
    }

    public double getArea() {
        return h * b;
    }

    public double getPerimetro() {
        return 2 * (b + h);
    }

    public double getDiagonal() {
        return Math.sqrt(Math.pow(b, 2.0) + Math.pow(h, 2.0));
    }
}
```

3==

```
class Lixao {
    void main(...) {
        Triangulo t1, t2;
        t1 = new Triangulo();
        t2 = new Triangulo(10.0, 3.0);
    }
}
```

4==

Em arquivo Ponto.java