


<div>RegularPolygon</div>
<div>- n: int</div> <div>- side: double</div> <div>- x: double</div> <div>- y: double</div>
<div>+ RegularPolygon()</div> <div>+ RegularPolygon(numSides:int, lengthSide:double)</div> <div>+ RegularPolygon(numSides:int, lengthSide:double, xcoord:double, ycoord:double)</div> <div>+ setX(xcoord:double)</div> <div>+ setY(ycoord:double)</div> <div>+ getX():double</div> <div>+ getY():double</div> <div>+ setN(numSides:int)</div> <div>+ getN():int</div> <div>+ setSides(lengthSides:double)</div> <div>+ getSides():double</div> <div>+ getPerimeter():double</div> <div>+ getArea():double</div>