CS 21 Introduction to Java Programming:

Project 4:

1. Design a Triangle Class with the following member data fields and member methods (functions)

   double base;
   double height;
   static int numberOfTriangle;

   Triangle(double b, double h){
      /* Put your own code here*/
   }

   public double getArea(){
      /* Put your own code here */
   }

   public double Area(Triangle t){
         /* Put your own code here */
   }

   public boolean equals(Triangle other){
      /* Put your own code here */
   }

   public static boolean equals(Triangle own, Triangle other){
         /* Put your own code here */
   }

2. Use the following main function to test your Triangle class:

```java
public static void main(String[] args){
    System.out.print("\f");
    Triangle t1 = new Triangle(3.0, 4.0);
    Triangle t2 = new Triangle(4.0, 3.0);
    System.out.println("Number of Triangle: "+numberOfTriangle);
    System.out.println("T1 == T2 ? "+equals(t1, t2));
    System.out.println("T1 == T2 ? "+t1.equals(t2));
}
```

Expected Results:

Options

```
Number of Triangle: 2
T1 == T2 ? true
T1 == T2 ? true
```