

## 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 static 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:

```
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:

 BlueJ: Terminal Window - Week4\_solutions

Options

Number of Triangle: 2

T1 == T2 ? true

T1 == T2 ? true