Regular Polygon

n: int
side: double
x: double
Y: double

RegularPolygon()

RegularPolygon(newN: int, newSide: double)

RegularPolygon(newN: int, newSide: double, newX: double, newY: double)

getN(): int

getSide(): double

getX(): double

getY(): double

setN(int newN): void

setSide(double newSide): void

setX(double newX): void

setY(double newY): void

getPerimeter(): double

getArea(): double