

## RegularPolygon

- n:int = 3
- side:double = 1
- x:double = 0
- y:double = 0

RegularPolygon()

RegularPolygon(int n,double side)

RegularPolygon(int n,double side,double x,double y)

setN(int n):void

setSide(double side):void

setXY(double x,double y):void

getN():int

getSide():double

getXY():double[]

getPerimeter():double

getArea():double