

[UML Triangle]

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Triangle

- side1 : double
- side2 : double
- side3 : double

- + Triangle()
- + Triangle(side1: double, side2: double, side3: double)
- + getSide1() : double
- + getSide2() : double
- + getSide3() : double
- + getArea() : double
- + getPerimeter() : double
- + toString() : String