

Question No. 5 - Ch-7

Regular Polygon

~~n~~ : int
~~side~~ : float
~~x~~ : float
~~y~~ : float

Regular Polygon (n: int=3,
side: float=1,
x: float=0,
y: float=0)

mutator()
n-accessor()
side-accessor()
x-accessor()
y-accessor()
getPerimeter()
getArea()