

RegularPolygon

- int n // # of sides
- double side // side length
- double x // x-coordinate
- double y // y-coordinate

- +RegularPolygon() // default constructor, constructs with n=3, side=1, x=0, and y=0
- +RegularPolygon(int numSides, double length) // constructor that accepts input side and length, but uses default coordinates
- +RegularPolygon(int numSides, double length, double xCoord, double yCoord) // constructs a regular polygon using only input values
- +int getSides() const // returns number of sides
- +void setSides(int number) // sets number of sides
- +double getLength() const // returns side length
- +void setLength(double length) // sets side length
- +double getX() const // returns x-coord
- +void setX(double coord) // sets x-coord
- +double getY() const // returns y-coord
- +void setY(double coord) // sets y-coord
- +double getPerimeter() const // returns perimeter of polygon
- +double getArea() const // returns area of polygon