<u>Triangle</u>	<u>Point</u>	
vertex1: Point vertex2: Point vertex3: Point	x: double y: double	
+ Triangle(Point, Point, Point) + Triangle() + getPerimeter(): double + getArea(): double + print(): void	+ Point() + Point(double, double) + getX(): double + getY(): double + setX(double): void + setY(double): void + print(): void	