Shape

- name: stirng
- color: string

+ Shape(name: string, color: string): void
+ get name() : string
+ set name(name: string): void
+ get color(): string
+ set color(color: string): void

Triangle

- side1: number
- side2: number
- side3: number

+ Triangle(name: string, color: string, side1: numebr, side2: number, side3: number): void
+ getter for all side
+ setter for all side
+ isTriangle(): boolean
+ getPerimeter() : number
+ getArea() : number