

Geometric Object
color: str Filled: bool
GeometricObject(color: str, filled: bool)  GetColor(): str setColor(getColor: str): None IsFilled(): bool setFilled(isFilled: bool): None __str__(): str



Triangle
side1: float side2: float side3: float
getSide1(): float setSide1(side1: float): none getSide2(): float setSide2(side2: float): none getSide3(): float setSide3(side3: float): none getArea(): float getPerimeter(): float __str__(): str