

```

1 #include <iostream>
2 #include "Point2D.hpp"
3 #include "Edge.hpp"
4 #include "Polygon.hpp"
5 #include <vector>
6 #include <math.h>
7
8 int main()
9 {
10     std::vector<Point2D> v = {Point2D(0,0), Point2D(0,1), Point2D(1,1),
    Point2D(1,0)};
11     std::cout << "Inizio costruzione Poligono\n";
12     Polygon P(v);
13     std::cout << "Fine costruzione Poligono\n";
14     std::cout<< "Perimeter: " << P.Perimeter() << std::endl;
15     std::cout<< "Area: " << P.Area() << std::endl;
16     return 0;
17 }

```