

Regular Polygon - Madison Hauptmann

-n: int
-side: double
-x: double
-y: double

+ RegularPolygon(n:int, side:double)
+ RegularPoly(n:int, side:double, x:double, y:double)
+ getN(): int
+ setN(n: int)
+ getSide(): double
+ setSide(side: double)
+ getX(): double
+ setX(x: double)
+ getY(): double
+ setY(y: double)
+ getPerimeter(): double
+ getArea() : double