

Triangle
- side1: double
- side2: double
- side3: double
+ getSide1(): double
+ setSide1(side1: double): void
+ getSide2(): double
+ setSide2(side1: double): void
+ getSide3(): double
+ setSide3(side1: double): void
Triangle()
Triangle(side1: double, side2: double, side3: double)
+ getArea(): double
+ getPerimeter(): double
+ toString(): String