

RegularPolygon

```
int n  
double side  
double x  
double y
```

```
RegularPolygon()  
RegularPolygon(numSide  
s: int, sideLength :  
double)  
getn() int  
getSide() double  
getX() double  
getY() double  
setn(numSides) :void  
setSide(sideLength) :  
void  
setx(corx) : void  
sety(cordy) : void  
getPerimeter(): double  
getArea() : double
```