

## Triangle

```
-sideA: double
-sideB: double
-sideC: double
+POLYGONSHAPE: String = "Triangle"
+DEFAULT_SIDE: double = 1

+Triangle()
+Triangle(sideA: double, sideB: double, sideC: double)
+Triangle(sides: double[])
+Triangle(triangle: Triangle)
+getSideA(): double
+getSideB(): double
+getSideC(): double
+getSides(): double[]
+getAngleA(): double
+getAngleB(): double
+getAngleC(): double
+getAngles(): double[]
+setSideA(sideA: double): boolean
+setSideB(sideB: double): boolean
+setSideC(sideC: double): boolean
+setSides(sides: double[]): boolean
+isTriangle(a: double, b: double, c: double): boolean
+isTriangle(sides: double[]): boolean
+lawOfCosines(a: double, b: double, c: double): double
+toString(): String
```