

## Triangle

-sideA: double  
-sideB: double  
-sideC: double  
+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  
+toString(): String  
+isTriangle(a: double, b: double, c: double): boolean  
+isTriangle(sides: double[]): boolean  
+lawOfCosines(a: double, b: double, c:double): double