**CSC 1302: PRINCIPLES OF COMPUTER SCIENCE II**

**Lab 8**

**How to Submit**

Please submit your answers to the lab instructor once you have completed.

Failure to submit will result in a **ZERO FOR THIS LAB. NO EXCEPTIONS**.

* 1. Consider class Point, given below. Implement class Triangle, that implements the Comparable interface. Class should contain 3 fields: vertexA (Point), vertexB (Point), vertexC (Point). Implement necessary constructors, accessors, mutators and other needed methods. Point class is given below.
  2. Implement client class that creates an ArrayList of 10 Triangle objects called list1.
     + Print the list.
     + Call Collections.sort(list1), to sort the elements according to the area of the triangle.
     + Print the sorted list.

public class Point {

private int x;

private int y;

public Point() {

this(0, 0);

}

public Point(int x, int y) {

this.x=x;

this.y=y;

}

public int getX() {

return x;

}

public int getY() {

return y;

}

public String toString() {

return "(" + x + ", " + y + ")";

}

}