```
public class Triangle extends GeometricObject {
    private double s1 = 1, s2 = 1, s3 = 1;
    public Triangle() {
    public Triangle(double s1, double s2, double s3) {
        setS1(s1);
        setS2(s2);
        setS3(s3);
   public Triangle(String color, boolean filled, double s1, double s2, double
        super(color, filled);
        setS1(s1);
        setS2(s2);
        setS3(s3);
    public double getS1() {
        return this.s1;
    public void setS1(double s1) {
       if (s1 <= 0) {
            System.out.println("Side1 : you must enter number above zero!!");
        this.s1 = s1;
    public double getS2() {
        return this.s2;
    public void setS2(double s2) {
        if (s2 <= 0) {
            System.out.println("Side2 :you must enter number above zero!!");
        this.s2 = s2;
    public double getS3() {
       return this.s3;
```

```
public void setS3(double s3) {
       if (s3 <= 0) {
           System.out.println("Side 3: you must enter number above zero!!");
       this.s3 = s3;
   public static boolean checkTriangle(double s1, double s2, double s3) {
       if (s1 + s2 > s3 \&\& s1 + s3 > s2 \&\& s2 + s3 > s1) {
           return true;
       return false;
   @Override
   public double getArea() {
       double area = (s1 + s2 + s3) / 2;
       return Math.sqrt((area * (area - s1)) * (area - s2) * (area - s3));
   @Override
   public double getPerimeter() {
       return s1 + s2 + s3;
   @Override
   public String toString() {
      return super.toString() + "\n" + "Triangle: side1 = " + s1 + " side2 = "
+ s2 + " side3 = " + s3 + "\n"
               + "Area : " + getArea() + "\n" + "Perimeter : " + getPerimeter();
```