“side1: , side2: , side3: ”

+ Triangle()

+ Triangle(side1:Double, side2:Double, side3:Double)

+ getSide1():Double

+ setSide1(side1:Float):void

+ getSide2():Double

+ setSide2(side3:Float):void

+ getSide3():Double

+ setSide3(side3:Float):void

+ getArea():Double

+ getPrimeter():Double

+ toString():String

- side1:Double = 1.0

- side2:Double = 1.0

- side3:Double = 1.0

**Triangle**

+ getArea():Double

+ getPrimeter():Double

+ toString():String

**Shape**