

```
1  #include<iostream>
2  #include<math.h>
3
4  using namespace std;
5
6  class RightTriangle {
7
8  private:
9      float a;
10     float b;
11     float c;
12
13 public:
14     RightTriangle();
15     RightTriangle(int x, int y, int hypotenuse);
16     void printValues();
17     bool isHypotenuseCorrect();
18     void fixHypotenuse();
19     void setHypotenuse(float x);
20     float getHypotenuse();
21
22 };
23
24
25 int main () {
26     RightTriangle* myTriangle = new RightTriangle(5, 12, 13);
27     myTriangle->printValues();
28     cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
29     myTriangle->setHypotenuse(20);
30     myTriangle->printValues();
31     cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
32     myTriangle->fixHypotenuse();
33     myTriangle->printValues();
34     cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
35     cout << "Hypotenuse: " << myTriangle-> getHypotenuse() << endl;
36     return 0;
37 }
38
39 RightTriangle::RightTriangle() {
40     a = 3;
41     b = 4;
42     c = 5;
```