```cpp
#include<iostream>
#include<math.h>

using namespace std;

class RightTriangle {

  private:
    float a;
    float b;
    float c;

  public:
    RightTriangle();
    RightTriangle(int x, int y, int hypotenuse);
    void printValues();
    bool isHypotenuseCorrect();
    void fixHypotenuse();
    void setHypotenuse(float x);
    float getHypotenuse();

};


int main () {
  RightTriangle* myTriangle = new RightTriangle(5, 12, 13);
  myTriangle->printValues();
  cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
  myTriangle->setHypotenuse(20);
  myTriangle->printValues();
  cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
  myTriangle->fixHypotenuse();
  myTriangle->printValues();
  cout << "Hypotenuse correct? " << myTriangle->isHypotenuseCorrect() << endl;
  cout << "Hypotenuse: " << myTriangle-> getHypotenuse() << endl;
  return 0;
}

RightTriangle::RightTriangle() {
  a = 3;
  b = 4;
  c = 5;
```