

BasicTriangle.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 public class BasicTriangle extends BasicShape implements Triangle{
5     private int height;
6     public BasicTriangle()
7     {
8         super();
9         this.height = 1;
10    }
11    public BasicTriangle(int aH, int aHe)
12    {
13        super(aH);
14        this.setHeight(aHe);
15    }
16    public int getHeight()
17    {
18        return height;
19    }
20    public void setHeight(int aHe)
21    {
22        if(aHe >= 1)
23            this.height = aHe;
24        else
25            this.height = 1;
26    }
27    public void drawShape()
28    {
29        for(int i=0;i<this.height;i++)
30        {
31            skipSpaces(super.getHSpace());
32            for(int j=0;j<i+1;j++)
33            {
34                System.out.print("*");
35            }
36            System.out.println();
37        }
38    }
39 }
40
```