

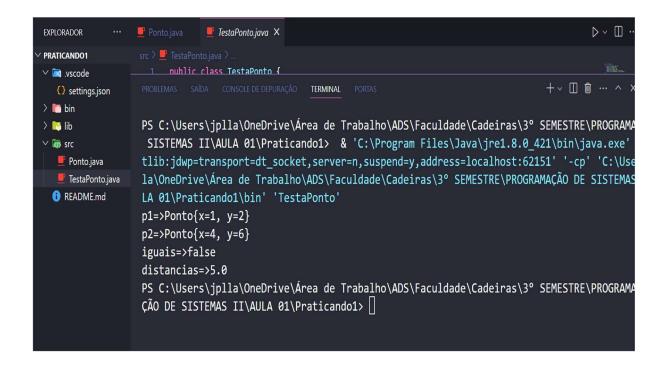


A1 - PRATICANDO

COMPONENTE CURRICULAR:	PROGRAMAÇÃO DE SISTEMAS II
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```
Ponto.java

■ TestaPonto.java ×
EXPLORADOR
                       src > <u>TestaPonto.java</u> > ...
PRATICANDO1
                              public class TestaPonto {
∨ ⋈ .vscode
   settings.json
> iii bin
                                  public static void main(String[] args){
> 📴 lib
                                       Ponto p1 = new Ponto(x:1,y:2);
∨ 🖝 src
                                       Ponto p2 = new Ponto(x:4,y:6);
                                       System.out.println("p1=>" + p1);
   Ponto.java
                                      System.out.println("p2=>" + p2);
   星 TestaPonto.java
                                       System.out.println(("iguais=>" + p1.equals(p2)));
  README.md
                                      System.out.println("distancias=>" + p1.distancia(p2));
                        12
```







```
Ponto.java X
 EXPLORADOR
∨ PRATICANDO1
                       src > 🖳 Ponto.java > ધ Ponto
                              public class Ponto extends TestaPonto{
 ∨ 💌 .vscode
    () settings.json
                                   private int x,y;
 > 🌇 bin
 > 📭 lib
                                   public Ponto(int x, int y) {
 ∨ 🐼 src
                                       this.x = x;
     Ponto.java
                                       this.y = y;
    TestaPonto.java

    README.md

                                   @Override
                                   public String toString(){
                                       return "Ponto{" + "x=" + x + ", y=" + y + '}';
                                   @Override
                                   public boolean equals(Object obj) {
                                       Object p1 = x;
                                       Object p2 = y;
                                       if (p1 == p2)
                                           return true;
                                       return false;
                                   public double distancia(Ponto p) {
                                       int dx = p.x - this.x;
                                       int dy = p.y - this.y;
                                       return Math.sqrt(dx * dx + dy * dy);
```