A1 – PRATICANDO

COMPONENTE CURRICULAR:	PROGRAMAÇÃO DE SISTEMAS II
INTEGRANTES DO GRUPO:	JOÃO PEDRO LIMA LUSTOSA AMORIM
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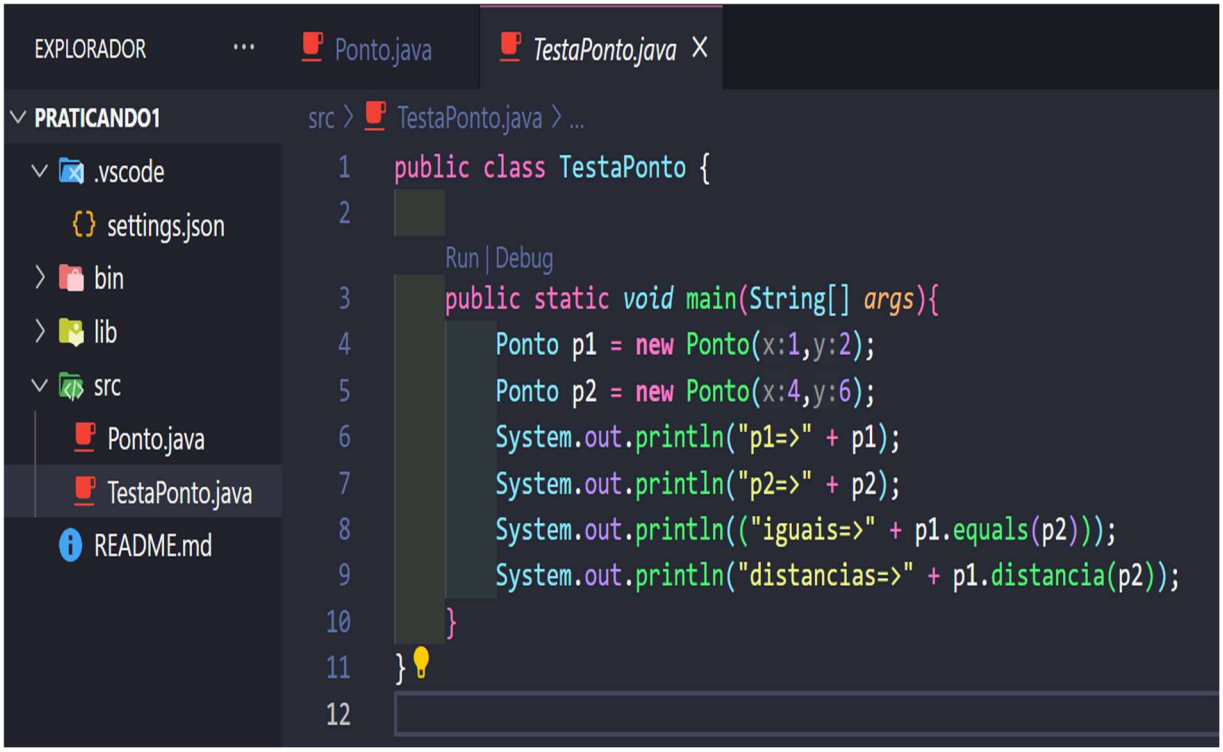

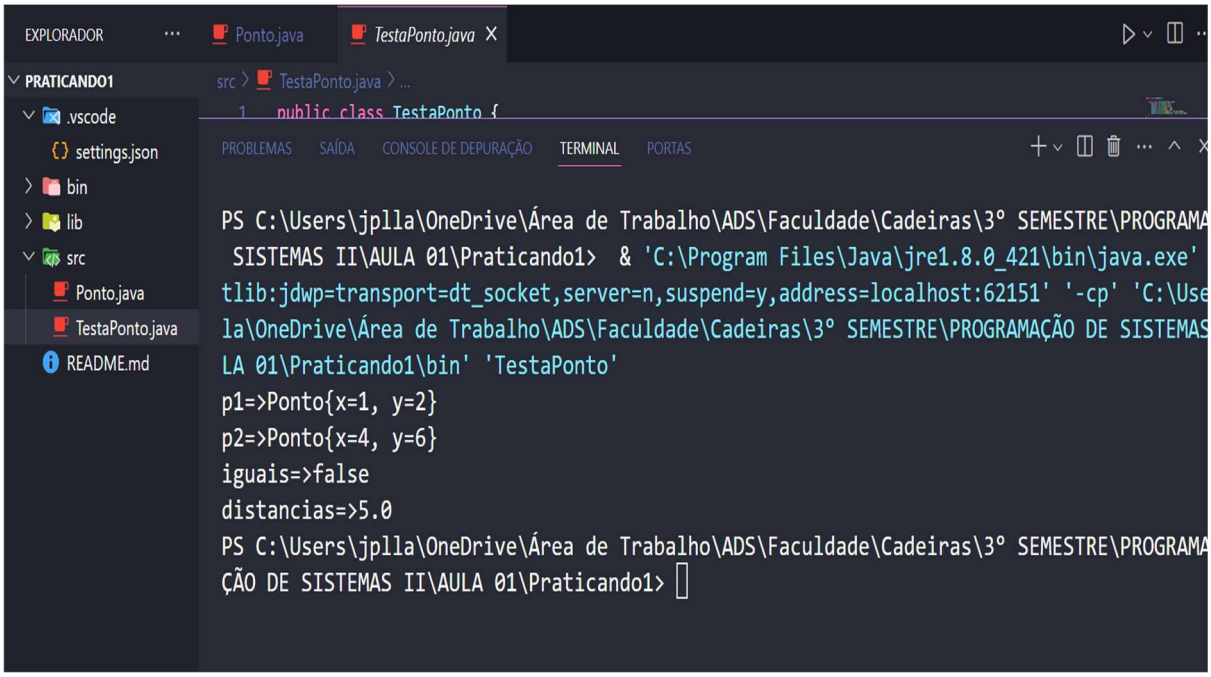

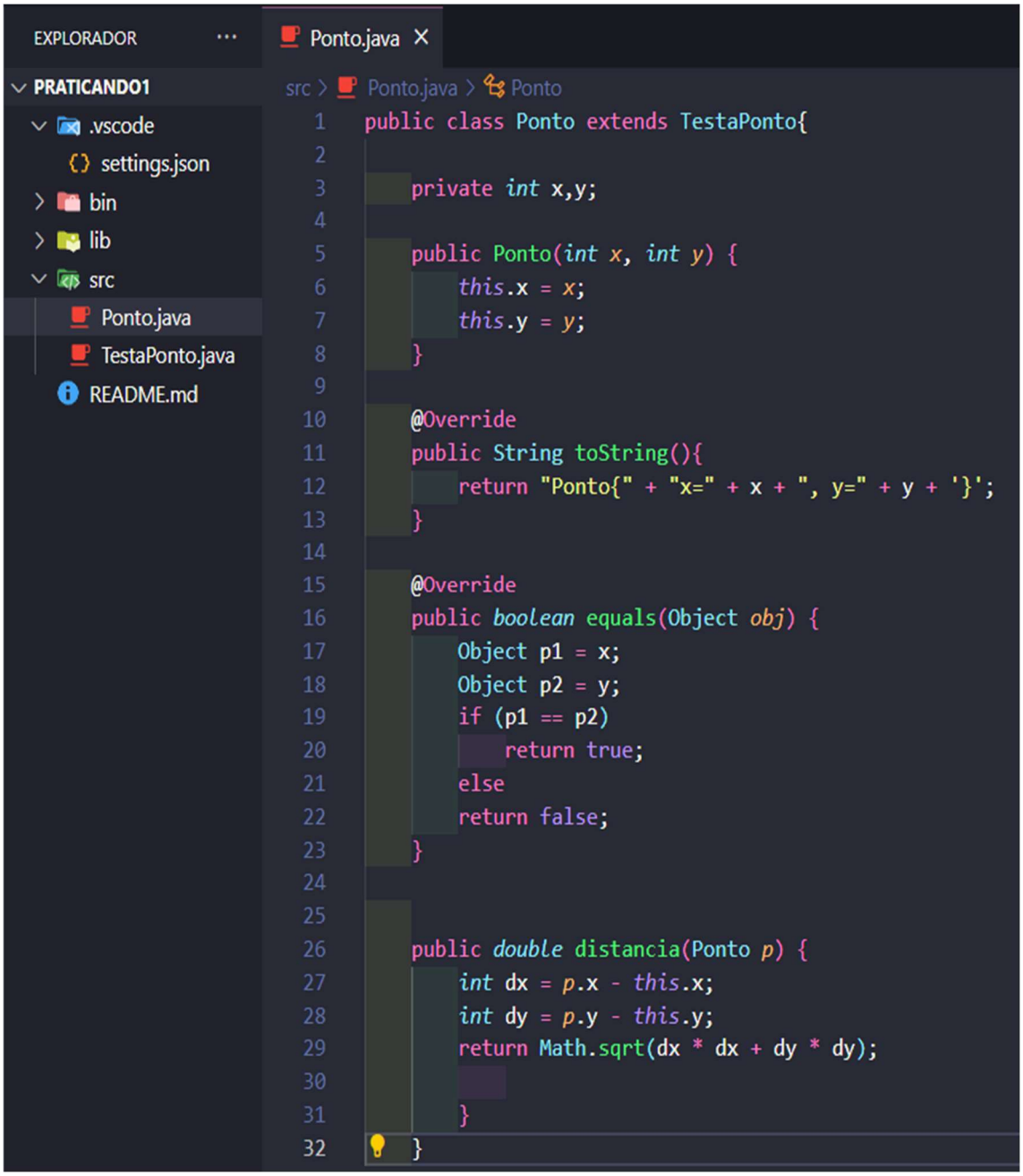
EXPLORADOR
Ponto.java
PRATICANDO1
.vscode
settings.json
bin
lib
src
Ponto.java
TestaPonto.java
README.md
src > Ponto.java > Ponto
public class Ponto extends TestaPonto{
private int x,y;
public Ponto(int x, int y) {
this.x = x;
this.y = y;
}
@Override
public String toString(){
return "Ponto{" + "x=" + x + ", y=" + y + '}';
}
@Override
public boolean equals(Object obj) {
Object p1 = x;
Object p2 = y;
if (p1 == p2)
return true;
else
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);
}
}