```
Vector2< int32 >
- X
- y
+ Vector2()
+ Vector2()
+ getX()
+ setX()
+ getY()
+ setY()
         -p2
         -p1
      Line
   + Line()
   + Line()
   + getP1()
   + setP1()
   + getP2()
   + setP2()
```

+ length()