UML

Point
- x: int   - y: int
+ MyPoint()   + getX(): int   + getY(): int   + setX(x: int): void   + setY(y: int): void   + toString(): String   + distance(x: int, y: int): double   + distance(poiint: MyPoint): double   + distance(point1: MyPoint, point2: MyPoint): double

W09
+ main(args: String[]) : void   + promptPoint(msg : String): int