

Point2D

+ x

+ y

+ Point2D()

+ Point2D()

+ Point2D()

+ ~Point2D()

+ Set()

+ SetX()

+ SetY()

+ GetX()

+ GetY()

+ operator=()

+ operator==(())

+ operator!=(())

+ operator>()

+ operator<()

+ operator>=()

+ operator<=()

+ write()

+ orientation()