class Point {

readonly int x, y; // states that the API includes two immutable properties x&y

const Point(x, y); // states that a const Point can be constructed by passing x&y

}

class Rectangle {

readonly int x, y, w, h;

const Rectangle(x, y, w, h);

readonly Point topLeft {

readonly int x {

return Rectangle.this.x;

}

readonly int y {

return Rectangle.this.y;

}

}

, topRight, bottomLeft, bottomRight;

}

new Point(0,0);

new Rectangle(point1, point2);

new Rectangle(0, 0, 100, 40);