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package structure;

import structure.exceptions.PointException;

// simple 2D (int, int) point implementation
public class Point {
    public int x;
    public int y;
    public Point() {}
    public Point(int x, int y) {
        this.x = x;
        this.y = y;
    }
    @Override
    public String toString() {
        return new String("(" + x + ", " + y + ")");
    }
    public double distance(Point p) throws PointException {
        if (p != null) {
            return Math.sqrt( (p.x - x)*(p.x - x) + (p.y -
y)*(p.y - y) );
        }
        else throw new PointException(new String("null Point"));
    }
}

```