

## MyPoint

- x : double

- y : double

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MyPoint()

MyPoint(newX : double, newY : double)

+ getX() : double

+ setX(newX : double) : void

+ getY() : double

+ setY(newY : double) : void

+ getDistance(p1 : MyPoint, p2 :  
MyPoint) : double

Private x coordinate

Private y coordinate

No-arg constructor default value x = 0 y = 0

Constructor x = newX and y = newY

Get the value of x coordinate

Set the value of new x coordinate

Get the value of y coordinate

Set the value of y coordinate

Compute the distance between points