

```
1  #pragma once
2
3  struct Point
4  {
5      Point() {
6          row = 0;
7          column = 0;
8      }
9
10     Point(int r, int c) {
11         row = r;
12         column = c;
13     }
14
15     void Set(int r, int c) {
16         row = r;
17         column = c;
18     }
19
20     void Set(Point point) {
21         row = point.row;
22         column = point.column;
23     }
24
25     int row;
26     int column;
27 };
```