```cpp
#pragma once

struct Point
{
    Point() {
        row = 0;
        column = 0;
    }

    Point(int r, int c) {
        row = r;
        column = c;
    }

    void Set(int r, int c) {
        row = r;
        column = c;
    }

    void Set(Point point) {
        row = point.row;
        column = point.column;
    }

    int row;
    int column;
};
```