# MyRectangle Class Diagram

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| **MyRectangle** |
| -topLeft:MyPoint  -botRight:MyPoint |
| +MyRectangle()  +MyRectangle(x1:int, y1:int, x2:int, y2:int)  +MyRectangle(topLeft:MyPoint, botRight:MyPoint):void  +getTopLeft():MyPoint  +setTopLeft(topLeft:MyPoint):void  +setTopLeft(x:int,y:int):void  +getBotRight():MyPoint  +setBotRight(botRight:MyPoint):void  +setBotRight(x:int,y:int):void  +getArea():double  +getPerimeter():double  +toString():string |

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| **MyPoint** |
| -x:int  -y:int |
| +MyPoint():void  +MyPoint(x:int, y:int):void  +getX():int  +setX(x:int):void  +getY():int  +setY(y:int):int  +setXY(x:int, y:int):void  +toString():string  +distance(p:MyPoint):double  +distance():double |