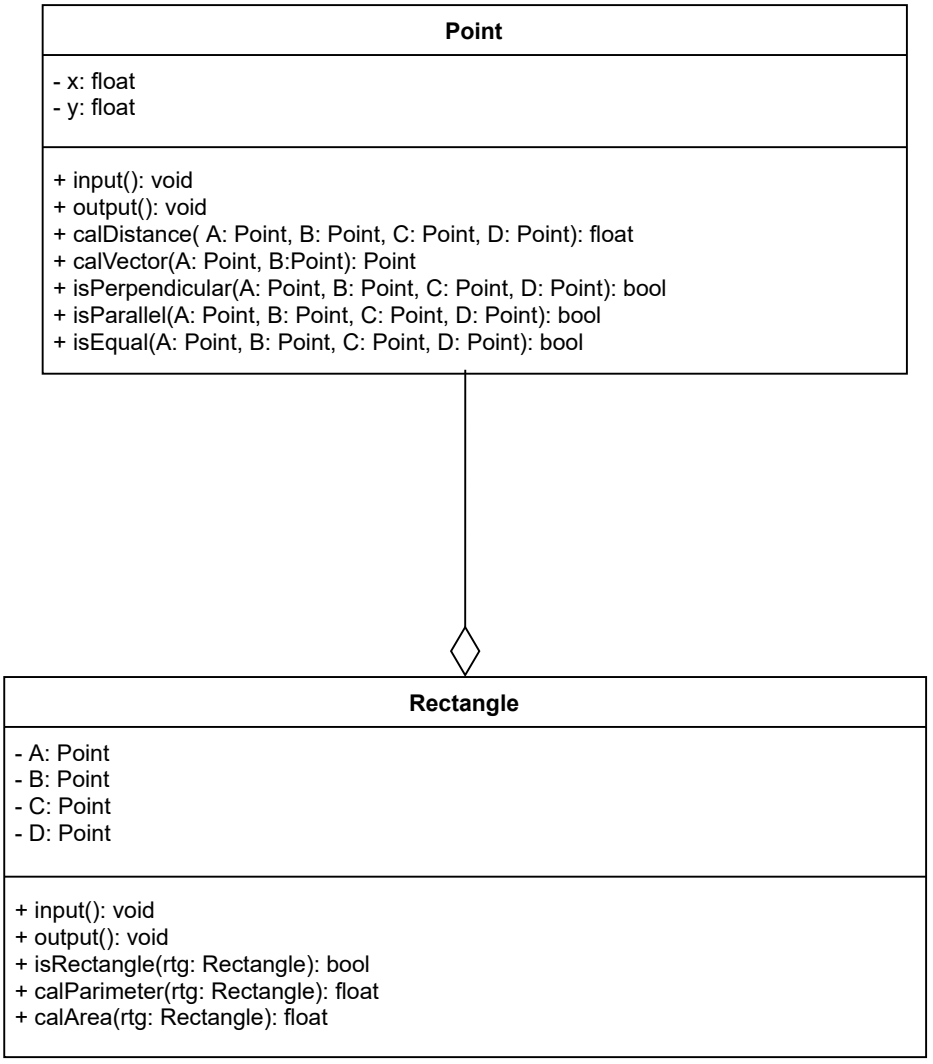
Point
- x: float
- y: float
+ input(): void
+ output(): void
+ calDistance(A: Point, B: Point, C: Point, D: Point): float
+ calVector(A: Point, B:Point): Point
+ isPerpendicular(A: Point, B: Point, C: Point, D: Point): bool
+ isParallel(A: Point, B: Point, C: Point, D: Point): bool
+ isEqual(A: Point, B: Point, C: Point, D: Point): bool
Rectangle
- A: Point
- B: Point
- C: Point
- D: Point
+ input(): void
+ output(): void
+ isRectangle(rtg: Rectangle): bool
+ calParimeter(rtg: Rectangle): float
+ calArea(rtg: Rectangle): float