|  |
| --- |
| **MyPoint** |
| * x: double * y: double |
| + MyPoint()  + MyPoint(x:double, y:double)  + getX(): double  + getY(): double  + distance(p:MyPoint): double  + distance(x:double, y:double): double  + static distance(p1:MyPoint, p2:MyPoint): double |

**Q10.4 UML Diagram**