

-topLeft:MyPoint

-bottomRight:MyPoint

+MyRectangle(tl:MyPoint, br:MyPoint)

+MyRectangle(tlX:int, tlY:int, brX:int, brY:int)

+getTopLeft():MyPoint

+getTopLeftX():int

+getTopLeftY():int

+getTopLeftXY():int[2]

+getBottomRight():MyPoint

+getBottomRightX():int

+getBottomRightY():int

+getBottomRightXY():int[2]

+getPerimeter():double

+getArea():double

+setTopLeft(tl:MyPoint):void

+setTopLeftX(x:int):void

+setTopLeftY(y:int):void

+setTopLeftXY(x:int, y:int):void

+setBottomRight(br:MyPoint):void

+setBottomRightX(x:int):void

+setBottomRightY(y:int):void

+setBottomRightXY(x:int, y:int):void

+toString():String