



CSE215L Programming Language II Lab

North South University

LAB 07

Lab Instructor: Mohammad Abdul Hadi

Objective:

- To learn about class and objects
- To learn to implement a class using UML

Tasks:

- Implement the following class, each on a separate file:

Point
-x: int -y: int
+Point(x: int, y: int) +Point() +getX(): int +getY(): int +setX(x: int): void +setY(y: int): void +toString(): String +distance(point: Point): double

Line
-start: Point -end: Point
+Line(start: Point, end: Point) +Line(x1: int, y1: int, x2: int, y2: int) +getStart(): Point +getEnd(): Point +setStart(point: Point): void +setEnd(point: Point): void +length(): double

Now create a Line object and invoke the length() method