```
<include <iostream#
<include<cmath#
;using namespace std
Now we will write the class point//
class Point
}
:public
we will enter the axes //
;double X
;double Y
Now we have to make empty constructer//
()Point
}
;X = 0.0
;Y = 0.0
{

Point(double x, double y)
}
;X = x
;Y = y
{
.He ask me to enter getX,  And getY//
()double getX
}
;return X
}
;return Y
{
{
```

```
()double getY
}
;return Y
{
He ask me to enter viod setX and setY//
void setX(double x)
}
;X = x
{
void setY(double y)
}
;Y = y
{
double distanceTo(const Point& other)
}
double dx = other.X - X;//d is the distance of x = x2-x1
double dy = other.Y - Y;//d is the distance of y = y2=y1
;return ( dx*dx + dy*dy )
{

Point operator+(const Point& other)
}
Now i will do object of the class Point//
;Point other2
;other2.X = other.X + X
;other2.Y = other.Y + Y
;return other2
{
to calculate//
Point operator-(const Point& other)
}
```

```
        ;Point other2
        ;other2.X = other.X - X
        ;other2.Y = other.Y - Y
        ;return other2

    {
;{
()int main
}
    ;(٢ ,١)Point p1
    ;cout << "p1= " << p1.X << " . " << p1.Y << endl
    ;(٤ ,٣)Point p2
    ;cout << "p2= " << p2.X << " . " << p2.Y << endl
    ;double d = p1.distanceTo(p2)
    ;Point p3 = p1 + p2
    ;cout << "p3= " << p3.X << " . " << p3.Y << endl
    ;Point p4 = p1 - p2
    ;cout << "p4= " << p4.X << " . " << p4.Y << endl
{
```