#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()

{

Point p1(1, 2);

cout << "p1= " << p1.X << " . " << p1.Y << endl;

Point p2(3, 4);

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;

}