**public** **class** Point {

**private** **int** x;

**private** **int** y;

**public** Point(**int** initialX,**int** initialY) {

setLocation(initialX,initialY);

}

**public** **int** getX() {

**return** x;

}

**public** **int** getY() {

**return** y;

}

**public** **double** distanceFromOrigin() {

**return** Math.*sqrt*(x\*x+y\*y);

}

**public** **void** translate(**int** dx,**int** dy) {

setLocation(x + dx,y + dy);

}

**public** **void** setLocation(**int** newX,**int** newY) {

x=newX;

y=newY;

}

}