MyRectangle

-topLeft:MyPoint
-bottomRight:MyPoint

+MyRectangle(topLeft:MyPoint, bottomRight:MyPoint)
+MyRectangle(topLeftX:int, topLeftY:int, bottomRightX:int, bottomRightY:int)
+getLength():double
+getWidth():double
+getArea():double
+getPerimeter():double
+getType():String
+toString():String

MyPoint

-x:int = 0
-y:int = 0

+MyPoint()
+MyPoint(x:int, y:int)
+getX():int
+getY():int
+setX(x:int):void
+setY(y:int):void
+getXY():int[]
+setXY(x:int,y:int):void
+toString():String
+distance(x:int, y:int):double
+distance(point:MyPoint):double
+distance():double

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1   corners