**Point.java**

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Class that allows the creation of Point objects.

public class Point

**Overview**:

* + 1. This class should be used in conjunction with any classes that want to create a graph of their specific geometries via the Shape.java class.
    2. It provides the ability to create, access, and manipulate Point.
    3. The Points created by this class can be used to define Line objects and other geometries.

**Class Constants:**

None.

**Public Variables:**

double **x** - A value representing the X coordinate value of the Point.

double **y** - A value representing the Y coordinate value of the Point.

**Private Instance Variables:**

None.

**Constructors:**

public **Point**(double **x**, double **y**)

**x** - A value representing the X coordinate value of the Point.

**y** - A value representing the Y coordinate value of the Point.

Given two coordinate values, creates a Point object containing those values.

**Public Methods:**

void **CopyPoint**(Point pt)

pt - Point to be copied.

Performs a deep copy of the given Point object to the calling object’s Point reference.

void **SwapPoints**(Point **pt**)

pt - Point to be swapped.

Exchanges the coordinate values of the given Point object with the object’s Point reference.

**Private Methods:**

None.

**Mutators and Accessors:**

public double **getPointX**()

public double **getPointY**()

public void **setPointX**(double **x**)

public void **setPointY**(double **y**)

**Test Interface/Sample:**

None.