What class is created?

Class Point – it has coordinates of the 3 points as attributes and a method to find distance between two points

Method used:

**double** distanceFinder(**double** a1,**double** a2,**double** b1, **double** b2)

{

**double** dis = Math.*sqrt*(Math.*pow*(a1-a2,2) + Math.*pow*(b1-b2,2));

**return** dis;

}

What I learnt: A class contains attributes and methods. These attributes and methods are based on class name and related objects.