$x_1 = p_1.x$

compareTo(p_1 p_2) $y_2 = p_2.y$

```
if(dist(p2) - dist(p1) == 0)
{
    if (x1 == x2 and y1 == y2)
        return 0
    if(x1 - x2 == 0)
    {
        return (y2 < y1)
    }
    return x2 < x1
}
else
return dist(p2) < dist(p1)
```

$p_2 < p_1$

compareTo(garage[i], garage[j+1])

-1 0 1

```
if(compareTo(min, garage[i]) 0 -1
    min = garage[i]
```

```
if((compareto(hand, arr[j])
```