## Point2D

- x : double

- y:double

+ input(double x, double y) : void

+ output(): void

+ get\_x() : double

+ get\_y(): double

+ distant(const Point2D &other) : double

## Rectangle

- top\_left: Point2D

- top\_right: Point2D

- bot\_right : Point2D

- bot\_left: Point2D

+ input(Point2D top\_left, Point2D top\_right, Point2D bot\_right, Point2D bot\_left) : void

+ output() : void

+ valid(): bool

+ Perimeter(): double

+ Area(): double