```java
/**
 * Write a description of class Point here.
 *Esta clase representa los puntos en un sistema coordenado 2D
 * @author EOGJ
 * @version 17/08/23
 */
public class Point
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Point
     */
    public Point()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
}
```

```
------------------------------------------------------------------------
This is the project README file. Here, you should describe your project.
Tell the reader (someone who does not know anything about this project)
all they need to know. The comments should usually include at least:
------------------------------------------------------------------------

PROJECT TITLE:
PURPOSE OF PROJECT:
VERSION or DATE:
HOW TO START THIS PROJECT:
AUTHORS:
USER INSTRUCTIONS:
```