Rectangle2D

-x

-y

-width

-height

+double getx()

+void setx()

+double gety()

+void sety()

+double getHeight()

+void setHeight()

+double getWidth()

+void setWidth()

+double getPerimeter()

+double getArea()

+bool contains(double x, double y) const

+bool contains(const Rectangle2D &r) const

+bool overlaps(const Rectangle2D &r) const