Header file Point.h

```cpp
class Point {
        double x, y;
public:
        Point();
        void setValues(double xVal, double yVal);
        double getXvalue();
        double getYvalue();
        void display();
        double dist(Point p);
};
```

Implementation file Point.cpp

```cpp
#include "Point.h"
#include <iostream>
using namespace std;

Point::Point() {
        x = y = 0;
}
void Point::setValues(double xVal, double yVal) {
        x = xVal;
        y = yVal;
}

double Point::getXvalue() {
        return x;
}

double Point::getYvalue() {
        return y;
}

void Point::display() {
        cout << "(" << x << "," << y << ")" << endl;
}

double Point::dist(Point p) {
        return sqrt(pow(x - p.x, 2) + pow(y - p.y, 2));
}
```