**Rectangle2D**

-x: double

-y: double

-width: double

-height: double

+Rectangle2D( )

+Rectangle2D(x: double, y: double, width: double, height: double)

+getX( ): double const

+getY( ): double const

+getWidth( ): double const

+getHeight( ): double const

+setX( x: double): void

+setY(y: double): void

+setWidth(width: double): void

+setHeight(height: double): void

+getArea( ): double const

+getPerimeter( ): double const

+contains(x: double, y: double): bool const

+contains(r: Rectangle2D& const): bool const

+overlaps(r: Rectangle2D& const): bool const