```
manet::point
    + X
    + y
    + point()
           +a
           +b
manet::BoundingBox
#x0
# x1
# y0
# y1
+ BoundingBox()
+ BoundingBox()
+ contains()
+ contains()
+ contains()
+ BoundingBox()
+ BoundingBox()
+ contains()
+ contains()
```