MyPoint

- x: int
- y: int
- + MyPoint()
- + MyPoint(:int, :int)
- + getX(): int
- + setX(:int): void
- + getY(): int
- + setY(:int): void
- + distance(:int, :int): double
- + distance(:MyPoint): double
- + <u>distance</u>(:MyPoint, :MyPoint): double