MyPoint

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