

1. Goals

Implement two classes:

- (1) `Point(x: int, y: int)`. This represents a lattice point (x, y) in a Cartesian plane.
- (2) `Rectangle(p1: Point, p2: Point)`. This represents a rectangle with top-left point p_1 and bottom-right point p_2 .

In the `Rectangle` class, implement the following method:

```
boolean isOverlap(Rectangle other)
```

This method should return true if the two rectangles overlaps a positive area (not just a point or a line) and false otherwise.

Remark 1. All `Rectangle` will be constructed with valid points.