Point2D	Rectangle
-x: int -y: int	-a: Point2D -b: Point2D -c: Point2D -d: Point2D
+input(): void +output(): void +distance(Point2D a, Point2D b): double	+setRectangle(): void +showRetangle(): void +isRectangle(): bool +checkRectangle(): void +perimeter(): double +area(): double