

Question 3 Distance\Point.java

```
1  class Point {
2      private double x;
3      private double y;
4
5      // Constructor
6      public Point(double x, double y) {
7          this.x = x;
8          this.y = y;
9      }
10
11     // Method to compute the distance between two points
12     public double distance(Point target) {
13         double deltaX = this.x - target.x;
14         double deltaY = this.y - target.y;
15         return Math.sqrt(deltaX * deltaX + deltaY * deltaY);
16     }
17 }
18
```