|  |
| --- |
| Rectangle 2D |
| -x: double  -y: double  -width: double  -height: double |
| +Rectangle2D()  +Rectangle2D(): double  +~Rectangle2D()  +Rectangle2D(Rectangle2D &)  +getX(): const double  +getY(): const double  +getWidth(): const double  +getHeight(): const double  +setX(): void  +setY(): void  +setWidth(): void  +setHeight(): void  +getArea(): double  +getPerimeter(): double  +contains(): bool  +contains(Rectangle2D &): bool  +overlaps(Rectangle2D &): bool |