|  |
| --- |
| **MyRectangle** |
| -topLeft: MyPoint  -bottomRight: MyPoint |
| +MyRectangle(x1: int, y1:int, x2: int, y2:int)  +MyRectangle(topLeft:MyPoint, bottomRight:MyPoint)  +gettopLeft(): MyPoint  +setLeftTop(topLeft: MyPoint): void  +getBottomRight(): MyPoint  +setBottomRight(bottomRight: MyPoint): void  +gettopLeftX(): int  +settopLeftX(int x): void  +gettopLeftY(): int  +settopLeftY(int y) :void  +getBottomRightX(): int  +setBottomRightX(int x): void  +getBottomLeftY():int  +setBottomRightY(int y): void  +gettopLeftXY(): int [2]  +settopLeftXY(int x, int y): void  +getBottomRightXY(): int[2]  +SetEndBottomRightXY(int x, int y): void  +getWidth(): int  +getHeight(): int  +getArea(): int  +getPerimeter(): int  +toString(): String |

|  |
| --- |
| **MyPoint** |
| -x: int  -y: int |