Object

UML class

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Point -x: double -y: double -activeInstances: int -pointID:double + Point(x: double, y: double) + Point() + setCoordinates(x: double, y: double): void + setCoordinates2(x: double): void + setCoordinates3(y: double): void + getX(): double + getY(): double + move(deltaX: double, deltaY: double): void + pointDistance(n: Point): double + getPointID(): double + activeInstances(): int + static pointDistance(m: Point, n: Point): double |#finalize(): void

