/home/gandrade/Manual-da-Sarrada/drazy/classptint.cpp
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```
struct pt {
   1
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                         truct pt {
    ll x,y;
    pt(): x(0), y(0) {}
    pt(ll x, ll y): x(x), y(y) {}
    pt operator +(pt q){      return pt(x + q.x, y + q.y); }
    pt operator -(pt q){      return pt(x - q.x, y - q.y); }
    ll operator *(pt q){      return x * q.x + y * q.y; }
    ll operator %(pt q){      return x * q.y - y * q.x; }
    bool operator ==(pt q) const {      return (x==q.x && y==q.y); }
    bool operator !=(pt q) const {      return (x!=q.x || y!=q.y); }
}
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11
                   ostream& operator<<(ostream& os, const pt& p) {
    os_<< "(" << p.x << ", " << p.y << ")";
12
13
                                   return os;
14
15
                   }
```