package Base;

public class Point { //The basic point class/blueprint

public double x;

public double y;

public double z;

boolean PointIs2D = false;

//Constructor for 2D point

public Point(double x, double y) {

this.x = x;

this.y = y;

PointIs2D = true;

z = 1;

}

//Constructor for 3D point

public Point(double x, double y, double z) {

this.x = x;

this.y = y;

this.z = z;

}

//To get coordinate value as a string

public String getCoordinates() {

int x = (int) Math.round(this.x);

int y = (int) Math.round(this.y);

int z = (int) Math.round(this.z);

if (PointIs2D)

return "(" + x + "," + y + ")";

else

return "(" + x + "," + y + "," + z + ")";

}

//For testing purposes

public static void main(String[] args) {

Point point = new Point(2.235, 3.1234567890123455, 1.03);

System.out.println(point.getCoordinates());

}

}