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Homework 4

11.9 UML Diagram

class Rectangle2D

-double x;

-double y;

-double width;

-double height;

+int getx()const;

+int gety()const;

+void setx(int x);

+void sety(int y);

+double getwidth()const;

+double getheight()const;

+void setwidth(double width);

+void setheight(double height);

+Rectangle2D();

+Rectangle2D(int x, int y, int width, int height);

+int getArea()const;

+int getPerimeter()const;

+bool contains(double x, double y)const;

+bool contains(const Rectangle2D &r)const;

+bool overlaps(const Rectangle2D &r)const;