|  |
| --- |
| Rectangle2D |
| -X: double  -Y: double  -Width: double  -Height: double |
| +getX(): const double  +setX(x: double): const void  +getY(): const double  +setY(y: double): const void  +getWidth(): const double  +setWidth(w: double): const void  +getHeight(): const double  +setHeight(h: double): const void  +Rectangle2D()  +Rectangle2D(x: double, y: double, h: double, w: double)  +getArea(): const double  +getPerimeter(): const double  +contains(x: double, y: double): const bool  +contains(&r: const Rectangle2D): const bool  +overlaps(&r: const Rectangle2D): const bool |