Define a class named Point as given.

```
class Point{
        int x;
        int y;

        public:
        Point(); //initialize x,y with zero
        Point(int a, int b); //initialize x,y with a,b respectively
        double originDistance(); //return distance of the point object from origin (0,0)
        void comparePoint(Point a); //state where 'a' lies with respect to the object
        void showPoint(); //prints a point as co-ordinate. example: (2,3)
};
```

Complete the functions so that they work as specified.

See the skeleton code given.