## **Jacob Padgett**

L09 UML (or whatever it's called)

MyPoint
- x1 double
- y1 double
- x2 double
- y2 double
+ getX1()
+ getY1()
+ getX2()
+ getY2()
+ setX1(double x)
+ setY1(double y)
+ setX2(double x)
+ setY2(double y)