

T_Point< T >
+ x + y
+ T_Point() + T_Point() + T_Point() + T_Point() + operator=() + operator+=() + operator+() + operator-=() + operator-() + operator==() + operator!=() + operator<() + operator>() + ~T_Point()

< double > < int >

T_Point< double >
+ x + y
+ T_Point() + T_Point() + T_Point() + T_Point() + operator=() + operator+=() + operator+() + operator-=() + operator-() + operator==() + operator!=() + operator<() + operator>() + ~T_Point()

T_Point< int >
+ x + y
+ T_Point() + T_Point() + T_Point() + T_Point() + operator=() + operator+=() + operator+() + operator-=() + operator-() + operator==() + operator!=() + operator<() + operator>() + ~T_Point()