

Lab 03: Objects, and Class Methods

Part 1 (5):

Start by creating a new class called `MyPoint` that can be initialized with either of these constructors:

```
MyPoint p1 = new MyPoint();  
  
MyPoint p2 = new MyPoint(2.0, 4.0);
```

The two arguments given to the constructor are **x (2.0) and y (4.0) co-ordinates**. Don't forget to include getters and setters as these should be **private** instance variables!

Part 2 (7):

Create a `toString()` instance method that prints out the co-ordinates of the point.

Add two instance methods that return the Euclidean distance to **another point**, or to **another (x, y) co-ordinate**. Example:

```
double distance = p2.distance(p1);
```

The Euclidean distance between two points is: $d = \sqrt{x^2 + y^2}$

You will need to make use of methods from the `Math` package:

<https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/Math.html>

Test your constructors and the new methods.

Part 3 (8):

Create a class method, `contains(MyPoint[] points, MyPoint p)`, that checks if the point `p` is in the array `points` and returns a boolean. Hint: an `equals` method could be helpful.

Finally, add a class method `horizontal(MyPoint[] points)` that determines if an array of points is in a horizontal line and returns a boolean.

Test these new class methods.

Grading Criteria:

Style/submission guidelines: https://gmierzwinski.github.io/bishops/cs321/style_guidelines.html

Comments, Formatting, & Readability	5 Marks
Submission Guidelines	5 Marks
Testing	5 Marks
Program	20 Marks See (X) above
Total	35 Marks