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| **Rectangle2D** |
| -x: double |
| -y: double |
| -width: double |
| -height: double |
| +Rectangle2D() |
| +Rectangle2D(double x, double y, double w, double h) |
| +getX(): double const |
| +getY(): double const |
| +setX(double x): double |
| +setY(double y): double |
| +getHeight(): double const |
| +getWidth(): double const |
| +setWidth(double w): double |
| +setHeight(double h): double |
| +getArea(): double const |
| +getPerimeter(): double const |
| +contains(double x, double y): bool const |
| +contains(const Rectangle 2d &r): bool const |
| +overlaps(const Rectangle2D &r): bool const |