Activity

- Write a class called **Point** with the following two attributes:

```
int x; // x-coordinate
int y; // y-coordinate
```

/* **A-** Write a constructor to set the coordinates of the point to two specific values x1 and y1 which are passed from the driver. */

/* **B-** Write two functions: One to return the content of the x coordinate, the other to return the content of the y coordinate. */

/* **C-** Write two functions: One to set the content of the x coordinate to some value passed from the driver and one to set the y coordinate to some value which again is passed from the driver. */

/* **D-** Write a function which will return `true` if two points have the same coordinates and `false` otherwise. */

/* **E-** Write a function called `reverse` which will return a new point with the coordinates reversed. That is, if the point which invokes the function has coordinates (a, b), then the function should return a new point with coordinates (b, a). */

/* **F-** Write a function called `moveBy` which will move a point by an integer value. The function will add to each coordinate the value passed as argument. So if the original point was (x1, y1), after this function is called it will have the coordinates (x1+a, y1+a), where a is the argument (the integer value). */

/* **G**- Write the `function` such that it displays an object in the following format: `Coordinates of point are (x, y)` where x and y are the contents of the instance variables. */