

Point2D

- x: number
- y: number

- + Point2D(x: number, y: number)
- + getX(): number
- + getY(): number
- + setX(x: number): void
- + setY(y: number): void
- + getXY(): object
- + setXY(x: number, y: number): void



Point3D

- x: number

- + Point3D(x: number, y: number, z: number)
- + getZ(): number
- + setZ(z: number): void
- + getXYZ(): object
- + setXYZ(x: number, y: number, z: number): void