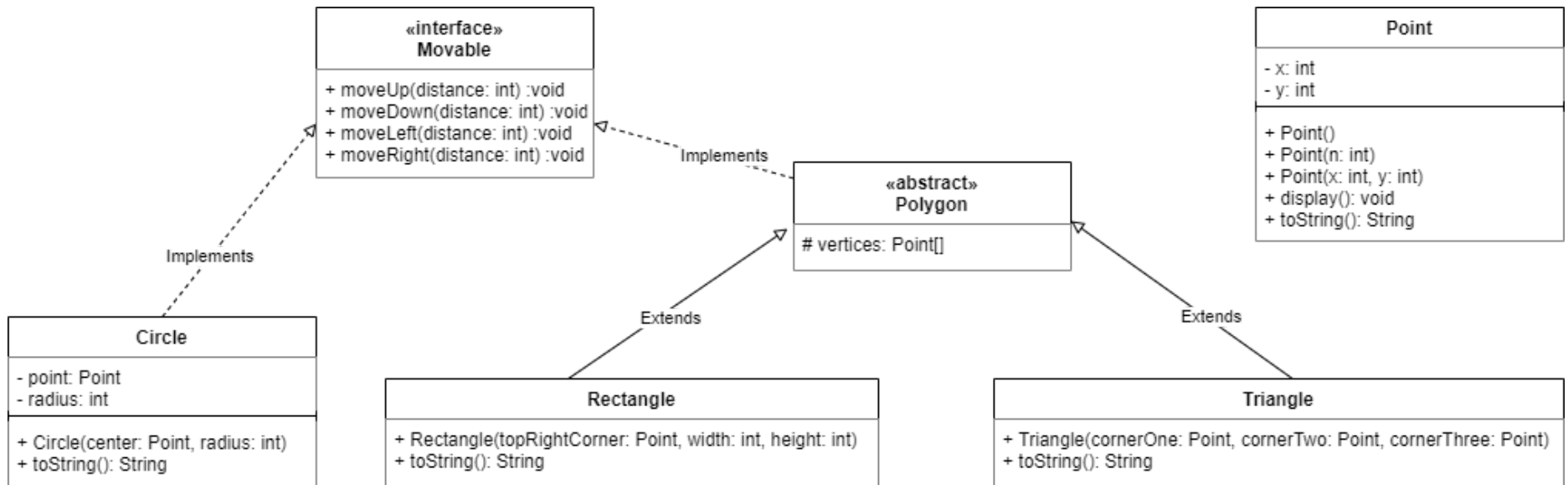


# Movable



-----Implements-----> Represents an implement relationship between two entities

-----Extends-----> Represents an extends relationship between two entities

+ is public

- is private

# is protected

<<interface>> - is an interface

<<abstract>> - is an abstract class

Create the appropriate Java classes and interfaces using the diagrams above. Given the definition of the Point class:

```
public class Point {  
    private int x;  
    private int y;  
  
    public Point() {  
        this(0, 0);  
    }  
  
    public Point(int n) {  
        this(n, n);  
    }  
  
    public Point(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
  
    public void display() {  
        System.out.println(this);  
    }  
  
    public int getX() {  
        return x;  
    }  
}
```

```
public int getY() {  
    return y;  
}  
  
public void setX(int x) {  
    this.x = x;  
}  
  
public void setY(int y) {  
    this.y = y;  
}  
  
@Override  
public String toString() {  
    return "<" + x + ":" + y + ">";  
}  
}
```