// MAIN CLASS start

package mamun2;

import java.util.Scanner;

//CLASS

public class Main {

// MAIN METHOD, not class , below)

public static void main(String[] args) {

// System.out.println("Enter Your Favorite IntegerNumber: ");

Point pointA = new Point(100, 200);

int XX = pointA.getX();

int YY = pointA.getY();

System.out.println("X coordinate: " + XX);

System.out.println("Y coordinate: " + YY);

pointA.setX(400);

int XN = pointA.getX();

System.out.println("NEW X coordinate: " + XN);

pointA.setY(800);

int YN = pointA.getY();

System.out.println("NEW Y coordinate: " + YN);

} // end of method main

} // end of class MAIN

// MAIN CLASS END

// \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

//Point Class START

package mamun2;

public class Point {

public int x = 0;

public int y = 0;

//Getter X

public int getX() {

return this.x;

}

//Getter Y

public int getY() {

return this.y;

}

// Setter X

public void setX(int newXvalue){

this.x = newXvalue;

}

// Setter Y

public void setY(int newYvalue){

this.y = newYvalue;

}

//constructor

public Point(int a, int b) {

x = a;

y = b;

}

}

// END POINT CLASS