Define a class named Point as given.

class Point{

int x;

int y;

public:

Point(); //initialize x,y with zero

Point(double a, double b); //initialize x,y with a,b respectively

double originDistance(); //return distance of the point object from origin (0,0)

void comparePoint(Point a); //state where 'a' lies with respect to the object

void showPoint(); //prints a point as co-ordinate. example: (2,3)

};

Complete the functions so that they work as specified.

See the skeleton code given.