# Source: blah.js

/\*\* Class representing a point. \*/  
class Point {  
 /\*\*  
 \* Create a point.  
 \* @param {number} x - The x value.  
 \* @param {number} y - The y value.  
 \*/  
 constructor(x, y) {  
 // ...  
 }  
  
 /\*\*  
 \* Get the x value.  
 \* @return {number} The x value.  
 \*/  
 getX() {  
 // ...  
 }  
  
 /\*\*  
 \* Get the y value.  
 \* @return {number} The y value.  
 \*/  
 getY() {  
 // ...  
 }  
}  
  
/\*\*  
 \* Class representing a dot.  
 \* @extends Point  
 \*/  
class Dot extends Point {  
 /\*\*  
 \* Create a dot.  
 \* @param {number} x - The x value.  
 \* @param {number} y - The y value.  
 \* @param {number} width - The width of the dot, in pixels.  
 \*/  
 constructor(x, y, width) {  
 // ...  
 }  
  
 /\*\*  
 \* Get the dot's width.  
 \* @return {number} The dot's width, in pixels.  
 \*/  
 getWidth() {  
 // ...  
 }  
}

## [**Home**](http://docs.google.com/index.html)

### Classes

* [Dot](http://docs.google.com/Dot.html)
* [Point](http://docs.google.com/Point.html)

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