**public** **class** Nokta {

**private** **double** x;

**private** **double** y;

**public** Nokta(){

x=0;

y=0;

}

**public** Nokta(**double** a, **double** b){

x=a;

y=b;

}

**public** **void** setNokta(**double** c, **double** d){

x=c;

y=d;

}

**public** **void** setX(**double** a){

x=a;

}

**public** **void** setY(**double** b){

y=b;

}

**public** **double** getX(){

**return** x;

}

**public** **double** getY(){

**return** y;

}

**public** **void** yazNokta(){

System.*out*.println("("+x+","+y+")");

}

**public** **double** uzaklik(){

**return** Math.*sqrt*(x\*x+y\*y);

}

}

**public** **class** DaireNokta {

**private** **double** yaricap ;

**private** Nokta merkez ;

**public** DaireNokta() {

yaricap=0;

merkez.setNokta(0, 0);

}

**public** DaireNokta(**double** r, Nokta n) {

setYaricap(r);

merkez=n;

}

**public** **void** setMerkez(Nokta n){

merkez=n;

}

**public** **void** setYaricap(**double** r) {

**if**(r>=0)

yaricap = r;

**else**

yaricap= 0;

}

**public** **double** getYaricap() {

**return** yaricap;

}

**public** Nokta getMerkez(){

**return** merkez;

}

**public** **void** yazDaire() {

System.*out*.println("Yarıçap = "+ yaricap);

System.*out*.print("Merkez : ");

merkez.yazNokta();

}

**public** **double** alan() {

**return** yaricap \* yaricap \* Math.*PI*;

}

**public** **void** hareket(**double** xArtim, **double** yArtim){

**double** a,b;

a= merkez.getX()+xArtim;

merkez.setX(a);

b= merkez.getY()+yArtim;

merkez.setY(b);

System.*out*.printf("Daire x=%.0f ve y=%.0f kadar hareket ediyor.\n",xArtim,yArtim);

}

**public** **void** uzaklik(){

**double** uzak;

uzak=merkez.uzaklik();

System.*out*.printf("Uzaklık= %.2f\n\n",uzak);

}

**public** **static** **void** main(String[] args){

Nokta n1=**new** Nokta(3,4);

DaireNokta d1=**new** DaireNokta(5,n1);

d1.yazDaire();

d1.uzaklik();

d1.hareket(4,4);

d1.yazDaire();

d1.uzaklik();

}

}

------------------Rectangle

**public** **class** Point {

**private** **double** x;

**private** **double** y;

**public** Point(){

x=0;

y=0;

}

**public** Point(**double** a, **double** b){

x=a;

y=b;

}

**public** **void** setPoint(**double** c, **double** d){

x=c;

y=d;

}

**public** **void** setX(**double** a){

x=a;

}

**public** **void** setY(**double** b){

y=b;

}

**public** **double** getX(){

**return** x;

}

**public** **double** getY(){

**return** y;

}

**public** **double** distance2P(Point a){

**return** Math.*sqrt*(Math.*pow*((**this**.x-a.x),2)+Math.*pow*((**this**.y-a.y),2));

}

**public** **double** distance(){

**return** Math.*sqrt*(x\*x+y\*y);

}

**public** **boolean** isEqual(Point n){

**if**(**this**.x==n.x && **this**.y==n.y)

**return** **true**;

**else**

**return** **false**;

}

**public** **void** printPoint(){

System.*out*.println("("+x+","+y+")");

}

}

**public** **class** Rectangle {

**private** Point p;

**private** **int** width;

**private** **int** height;

**public** Rectangle(){

}

**public** Rectangle(Point a,**int** w,**int** l){

p=a;

width=w;

height=l;

}

**public** **void** setRectangle(Point a,**int** w,**int** l){

p=a;

width=w;

height=l;

}

**public** **void** setPoint(Point a){

p=a;

}

**public** **void** setWidth(**int** w){

width=w;

}

**public** **void** setheight(**int** l){

height=l;

}

**public** Point getPoint(){

**return** p;

}

**public** **int** getWidth(){

**return** width;

}

**public** **int** getheight(){

**return** height;

}

**public** **boolean** isOnLeft(Rectangle r){

**boolean** left=**false**;

**if**(p.isEqual(r.getPoint()))

System.*out*.println("İki rectangle aynı yerde .");

**else**{

**if**(p.isOnLeft(r.getPoint()))

left=**true**;

System.*out*.println(toString()+" is on the "+(left?"left":"right")+" of "+r.toString());

}

**return** left;

}

**public** String toString(){

**return** "Rectangle located in "+p.toString()+" has width "+width+" and height "+height;

}

**public** **void** printRectangle(){

System.*out*.println(toString());

}

**public** **static** **void** main(String[] args) {

Rectangle r=**new** Rectangle(**new** Point(2,3),10,20);

r.printRectangle();

Rectangle r1=**new** Rectangle(**new** Point(5,3),2,3);

r1.printRectangle();

r.isOnLeft(r1);

}

}