(*The* **MyPoint** *class*) Design a class named **MyPoint** to represent a point with **x**- and **y**-coordinates. The class contains:

■ The data fields **x** and **y** that represent the coordinates with getter methods.
■ A no-arg constructor that creates a point (**0**, **0**).
■ A constructor that constructs a point with specified coordinates.
■ A method named **distance** that returns the distance from this point to a specified point of the **MyPoint** type.
■ A method named **distance** that returns the distance from this point to another point with specified **x**- and **y**-coordinates.

Do not forget to write a test program that creates the two points (0,0) and (10,30.5) and displays the distance between them.