**1**

#include<iostream>

#include<string>

#include <cmath>

using namespace std;

class vect {

private:

int x = 1;

int y = 1;

public:

int getX() {

return x;

}

int getY() {

return y;

}

void setX(int value) {

x = value;

}

void setY(int value) {

y = value;

}

void showCoord() {

cout << "Coord: " << x << ", " << y << endl;

}

double modVect() {

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

}

vect minusVect(vect b) {

vect c;

c.setX(x - b.x);

c.setY(y - b.y);

return c;

}

string plusVect(int x2, int y2) {

return to\_string(x + x2) + ", " + to\_string(y + y2);

}

string multToConst(int num) {

return to\_string(x \* num) + ", " + to\_string(y \* num);

}

string multtoVect(int x2, int y2) {

return to\_string(x\*x2 + y\*y2);

}

};

int main() {

int x, y;

cin >> x >> y;

vect a;

vect b;

vect c;

b.setX(3);

b.setY(4);

a.setX(x);

a.setY(y);

c = a.minusVect(b);

a.showCoord();

cout << "mod " << a.modVect() << endl;

c.showCoord();

cout << "plus " << a.plusVect(2, 2) << endl;

cout << "multToConst " << a.multToConst(2) << endl;

cout << "multToVect " << a.multtoVect(2, 2) << endl;

}