Problem: #2

	MyRectangle		
	- topleft: MyPaint	00d	MyRint
	- bottom Right: My Point		-x:int/
	+ MyRetangle (XI: int, YI: int, X2: int, Y2: int)		-y: int
	+ My Retarrile (tople At: My Point, bottom Right: My Point)		
	+ getToplest (): MyPoint		
-	+ SctTopleFt (topleft: MyPoint): void		
	+ getBottomRight (): My Point		
	+ Set Rottom Right (bottom Right: M. Point): void		
	tact width (): int		Se
- 2	+ getHeight (): int		Math.abs
	+ getArea (): int		to return the
	t get Perimeter (): int		absolute Vaule
	+ to String (): String .		

[MyRectargle Flopleff=(x,y), bottom Right=(x,y)