```python
class Point:
    """Models the idea of a point at location (x,y)."""
    x: int
    y: int

    def __init__(self, x: int, y: int):
        """Constructor definition!"""
        self.x = x
        self.y = y


class Path:
    """Models the idea of a path from point a to b."""
    a: Point
    b: Point

    def __init__(self, a: Point, b: Point):
        """Constructor definition!"""
        self.a = a
        self.b = b

    def scale(self, amount: int) -> None:
        """Scales the points by a specified amount."""
        self.a.x *= amount
        self.b.y *= amount

    def translate(self) -> None:
        """Moves the points up 2 units and right 5 units."""
        self.a.x += 5
        self.a.y += 2
        self.b.x += 5
        self.b.y += 2


def main() -> None:
    """Entrypoint of the program."""
    p1: Point = Point(2, 1)
    p2: Point = Point(3, 6)

    line1: Path = Path(p1, p2)
    line2: Path = line1

    line2.translate()
    line2.scale(2)

    print(f"{line1.a.x} , {line1.a.y}")
    print(f"{line2.a.x} , {line2.a.y}")


if __name__ == "__main__":
    main()
```