|  |
| --- |
| Rectangle2D |
| * x: double * y: double * width: double * height: double |
| + Rectangle2D()  +Rectangle2D(double, double, double, double)  +getX(): double const  +getY(): double const  +getWidth(): double const  +getHeight(): double const  +setX(double const): void  +setY(double const): void  +setWidth(double const): void  +setHeight(double const): void  +getPerimeter(): double const  +getArea(): double const  +contains(double, double): bool  +contains(Rectangle2D const): bool  +overlaps(Rectangle2D const): bool |