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| --- |
| **Rectangle2D** |
| -x: double  -y: double  -width: double  -height: double |
| +Rectangle2D()  +Rectangle2D(x1: double, y1: double, width1: double, height1: double)  +getX(): double const  +getY(): double const  +setX(newX: double): double  +setY(newY: double): double  +getWidth(): double const  +getHeight(): double const  +setWidth(newWidth: double) double  +setHeight(newHeight: double) double  +getArea(): double const  +getPerimeter(): double const  +contains(x: double, y: double): bool const  +contains(&r: Rectangle2D const): bool const  +overlaps(&r: Rectangle2D const): bool const |