## Point

Create a class called **Point**. Upon initialization it should receive **x** and **y** (**numbers**). Create **3 instance methods**:

* **set\_x(new\_x)** - **changes the x value** of the point
* **set\_y(new\_y)** - **changes the y value** of the point
* **\_\_str\_\_** - returns the **coordinates of the point in the format "The point has coordinates ({x},{y}) "**

### Examples

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| **Test Code** | **Output** |
| p = Point(2, 4)  print(p)  p.set\_x(3)  p.set\_y(5)  print(p) | The point has coordinates (2,4)  The point has coordinates (3,5) |