Array {x, y}

“(x, y)”

Array {xSpeed, ySpeed}

“(x, y), speed= (xSpeed, ySpeed)”

x += xSpeed;

x += xSpeed;

return this;

+ MoveablePoint()

+ MoveablePoint(xSpeed:Float, ySpeed:Float)

+ MoveablePoint(x:Float, y:Float, xSpeed:Float,

ySpeed:Float)

+ getxSpeed():Float

+ setxSpeed(xSpeed:Float):void

+ getySpeed():Float

+ setySpeed(ySpeed:Float):void

+ getSpeed():Fload[2]

+ setSpeed(xSpeed:Float, ySpeed:Float):void

+ toString():String

+ move():MoveablePoint

- xSpeed:Float = 0.0f

- ySpeed:Float = 0.0f

**MoveablePoint**

+ Point2D()

+ Point2D(x:Float, y:Float)

+ getX():Float

+ setX(x:Float):void

+ getY():Float

+ setY(y:Float):void

+ getXY():Float[2]  
+ setXY(x:Float, y:Float):void

+ toString():String

- x:Float = 0.0f

- y:Float = 0.0f

**Point**