+ Point3D()

+ Point3D(x:Float, y:Float, z:Float)

+ getZ():Float

+ setZ(z:Float):void

+ getXYZ():Fload[3] - - - - - - - - > Array {x, y, z}

+ setXYZ(x:Float, y:Float, z:Float):void

+ toString():String - - - - - - - - > “{x, y, z}”

- z:Float = 0.0f

**Point3D**

+ Point2D()

+ Point2D(x:Float, y:Float)

+ getX():Float

+ setX(x:Float):void

+ getY():Float

+ setY(y:Float):void

+ getXY():Float[2] - - - - - - - - > Array {x, y}  
+ setXY(x:Float, y:Float):void

+ toString():String - - - - - - - - > “{x, y}”

- x:Float = 0.0f

- y:Float = 0.0f

**Point2D**