



**WORK
ZONE**



Moving statics to methods to Point

- Print
- Distance
- Constructors
- Getters and Setters



Moving statics to methods to Line

- Print
- Distance
- Constructors
- Getters and Setters



Moving statics to methods to Triangle

- Print
- Perimeter
- Constructors
- Getters and Setters



Equals for Point and Line

- Line uses point



Simple Timing Test

- Getters vs Direct