class Point {

private Double x;

private Double y;

// Câu a

public Point(Double x, Double y) {

this.x = x;

this.y = y;

}

// câu b

public Double getX() {

return this.x;

}

public void setX(Double x) {

this.x = x;

}

public Double getY() {

return this.y;

}

public void setY(Double y) {

this.y = y;

}

boolean CheckAlignment(Point point2, Point point3){

return true;

}

}