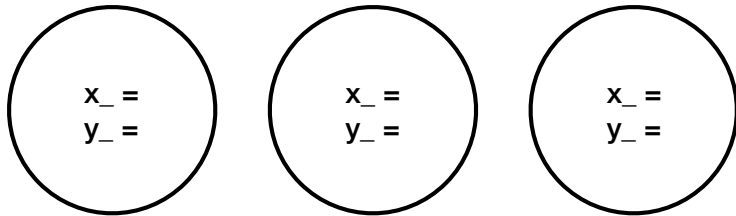


Non static fields

```
Point.h  
  
int x_;  
int y_;
```

Point instances



Non static methods

```
Point.h  
  
double Distance(const Point & other) const;
```

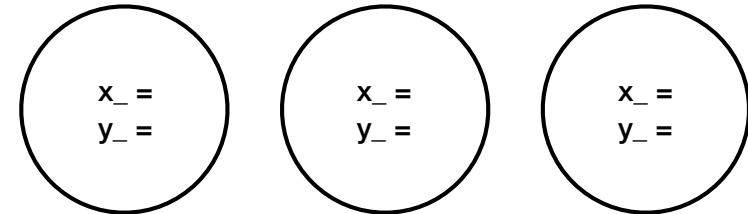


Static fields

```
Point.h  
  
static int x_;  
static int y_;
```

```
Point.cpp  
  
int Point::x_ = ;  
int Point::y_ = ;
```

Point instances



Static methods

```
Point.h  
  
static double Distance(const Point & p1, const Point & p2);
```

