

Java → Object-oriented programming → Classes and objects → [Defining classes](#)

Defining classes → Points on the 2D plane

Easy 1 minute

4516 users solved this problem. Latest completion was 42 minutes ago.

You are writing a 2D engine for a computer game. For that, you need a class representing a point in a 2D plane.

Define a class named `Point2D`. It must have two float fields: `x` and `y`.

[Report a typo](#)

Write a program

[Code Editor](#) [IDE](#)

Java

```
1 // write a class here
2 class Point2D {
3     float x, y;
4 }
5
```

✓ Correct, but can be improved.

298 users liked this problem. 13 didn't like it. What about you?



[Run](#) [Continue](#) [Solve again](#) [Solutions \(30\)](#)

Time limit: 8 seconds Memory limit: 256 MB

[Comments \(3\)](#) [Hints \(1\)](#) [Useful links \(0\)](#) [Solutions \(30\)](#) [Show discussion](#)