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**MyRectangle2D**

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x: double

y: double

width: double

height: double

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+MyRectangle2D()

+MyRectangle2D(x: double, y: double, width: double, height: double)

+getx(): double

+gety(): double

+getWidth(): double

+getHeight(): double

+setX(x: double)

+setY(y: double)

+setWidth(width: double)

+setHeight(height: double)

+getArea(): double

+getPerimeter(): double

+contains(x: double, y: double)

+contains(r: MyRectangle2D)

+overlaps(r: MyRectangle2D)

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