Challenge: Coordinates of a Point

This lesson brings you a challenge to solve.

we'll cover the following ^
• Problem statement

Problem statement

Define a 2 dimensional Point with coordinates X and Y as a struct. Implement a method Abs() that calculates the length of the vector represented by a Point, and a method Scale () that multiplies the coordinates of a point with a scale factor.

Note: Point is the struct type, and X and Y are its fields. Do not change the name of these variables.

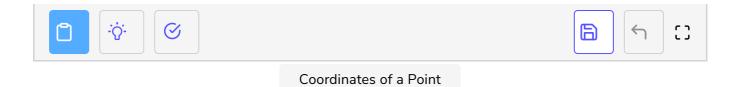
Try to implement the function below. Feel free to view the solution, after giving some shots. Good Luck!

```
package main
import "fmt"
import "encoding/json"

type Point struct {
          X, Y float64
}

func (p *Point)Abs() float64 {
          return 0
}

func (p *Point)Scale(s float64) {
          return
}
```



We hope that you were able to solve the challenge. The next lesson brings you the solution to this challenge.