

# 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
}
```





## Coordinates of a Point

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