**Object Oriented Programming in Java (Graded Lab Lab 2)**

**Problem:**

Given three corner points of a triangle or four points of a rectangle, define a class “LineSegment” having two points. The status of line whether it lies inside a figure can be determined based on the status of its two points.

**Structure:**

The package SNU.geometryPointUtil contains 3 classes: LineSegment, PointRectangle and PointTriangle

Default Package contains the Main class which contains the main function for the program.

**Input:**

User is asked to enter the points for the line segment. The program is a menu driven program requiring the user to then enter the option according to user's choice. User is further asked to insert the points for the chosen figure.

**Output:**

Program returns “Line segment is inside the triangle/rectangle” if the line is found to be inside the figure or opposite if not.