Assignment 1 Intersection of two segments

Figure out a function that calculate the intersect point of two line object.  
1. You need to define point class and line class;  
2. Create two instances of line class and two functions;  
3. Write algorithm to get the intersect point and print output

**//问题比较多。我不知道为什么这次系统都不报错了，格式和跟以前不一样。//**

import java.awt.geom.Point2D;

import java.lang.Math;

public class Intersection {

public static double calculateLength(Segment segment1){

return Math.sqrt(Math.pow(segment1.getPt1().getX()-segment1.getPt2().getX(),2)+Math.pow(segment1.getPt1().getY()-segment1.get.Pt2().getY(),2))

}

public static double calculateLength(Segment segment2){

return Math.sqrt(Math.pow(segment2.getPt3().getX()-segment2.getPt4().getX(),2)+Math.pow(segment2.getPt3().getY()-segment2.get.Pt4().getY(),2))

}

double Max1(x, y);

if (getX(Pt1)>getX(Pt2) || getY(Pt1)>getY(Pt2)){

return Max1(getX(Pt1), getY(Pt1));

}else return Max1(getX(Pt2), getY(Pt2));

double Min1(x, y);

if (getX(Pt1)<getX(Pt2) || getY(Pt1)<getY(Pt2)){

return Min1(getX(Pt1), getY(Pt1));

}else return Min1(getX(Pt2), getY(Pt2));

double Max2(x, y);

if (getX(Pt3)>getX(Pt4) || getY(Pt3)>getY(Pt4)){

return Max2(getX(Pt3), getY(Pt3));

}else return Max2(getX(Pt4), getY(Pt4));

double Min2(x, y);

if (getX(Pt3)<getX(Pt4) || getY(Pt3)<getY(Pt4)){

return Min2(getX(Pt3), getY(Pt3));

}else return Min2(getX(Pt4), getY(Pt4));

if (getMax1(getX(Pt1)<getMin2(getX(Pt3)) &&

getMax1(getMin1(getX(Pt1)>getMax2(getX(Pt3)))) &&

(getMax1(getY(Pt1)<getMin2(getY(Pt3)) &&

getMax1(getMin1(getY(Pt1)>getMax2(getY(Pt3)))){

System.out.println("There is no intersection between these two segments.")

}else{

public static double calculateIntersection(intersectionX, intersectionY){

double y = new y();

y1 = k1\*x1 + b1;

y2 = k2\*x2 + b2;

if(get(intersectionY)=k1\*get(intersectionX)+b1 || get(intersectionY)=k2\*get(intersectionX)+b2){

System.out.println("The intersection of these two segments is: "+"("+(get(intersectionX), get(IntersectionY)+")");

}

}

}

public static void main(String[]args) {

double x=10, y=20;

Point2D point1 = new Point2D.Double(x, y);

Point2D point2 = new Point2D.Double(x, y);

Segment segment1 = new Segment(point1, point2);

System.out.printlin(calculateLength(segment1));

System.out.printlin(calculateLength(segment2));

}

}