```
cmst::Point2D
- m x
- m v
+ Point2D()
+ Point2D()
+ x()
+ y()
+ operator<()
+ operator==()
         -m end
        m start
cmst::Edge2D
- m length
+ Edge2D()
+ Edge2D()
+ length()
+ start()
+ end()
+ operator<()
+ operator==()
# swap points()
```