

PACKAGE

```
package Geometry;

public class Point {
// Coordinates of the point
    private double x;
    private double y;

// Create a point from its coordinates
        public Point(double xVal, double yVal)

// Create a Point from an existing Point object
        public Point(final Point aPoint)

// Move a point
        public void move(double xDelta, double yDelta)

// Calculate the distance to another point
        public double distance(final Point aPoint)

// Convert a point to a string
        public String toString()// As "x, y"

// Retrieve the x coordinate - ACCESSOR METHOD
        public double getX()
// Retrieve the y coordinate - ACCESSOR METHOD
        public double getY()

// Set the x coordinate - MUTATOR METHOD
        public void setX(double inputX)

// Set the y coordinate - MUTATOR METHOD
        public void setY(double inputY) }

}



---


package Geometry;
// Data members
    Point start;           // Start point of line
    Point end;             // End point of line

public class Line
{
// Create a line from two points
        public Line(final Point start, final Point end)

// Create a line from two coordinate pairs
        public Line(double xStart, double yStart, double xEnd, double yEnd) {
// Create the start point
// Create the end point }

// Calculate the length of a line
        public double length() {
// Use the method from the Point class
        }
}
```

```
// Return a point as the intersection of two lines -- called from a Line object
    public Point intersects(final Line line1) DOMACI

// Convert a line to a string
    public String toString() {
        // As "(start):(end)"
    } // that is, "(x1, y1):(x2, y2)"
}
}
```

```
import Geometry.*; // Import the Point and Line classes
```

```
public class TryPackage {
    public static void main(String[] args) {
        double[][] coords = { {1.0, 0.0}, {6.0, 0.0}, {6.0, 10.0},
                               {10.0,10.0}, {10.0, -14.0}, {8.0, -14.0}};
```

```
// Create an array of points and fill it with Point objects
```

```
// Create an array of lines and fill it using Point pairs
```

```
    // Output the total length
    }
}
```