

```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package pointsinplane;

public class Point {
    int x;
    int y;

    //Constructor

    public Point() {
    }
    //Constructor with parameters

    public Point(int x, int y) {
        this.x = x;
        this.y = y;
    }
}
```