

Point Class Exercise

- *Define* a class *Point* that holds two integers (x and y) with:
 - A *parameterized (non-default) constructor* that takes initial values for x and y
 - A *public method* that returns the distance between itself and another *Point*
 - A *public method* that determines if a *Point* is equal to another *Point*
 - A *public method* that adds a *Point* to another *Point*
- *Define* those methods