LAB1

Task 1

Define a class `Point` that has two public fields, `x` and `y`. Write a constructor to set these values. Define a class `Segment` representing a line segment that has two private points of class `Point`. Generate getters and setters for the `Segment` class. Write a public method that returns the length of the segment.

Task 2

Define a public method `toSvg()` in the `Segment` class that returns a string containing SVG code to display this line.

Task 3

Define a class `Polygon` that has a private array of points. The constructor of this class should accept an array of points. Write a public method `toSvg()` that works similarly to the method in the previous task.