

After viewing and studying the SetGetMethod video, use the SetGet Method to create a java project which will calculate the Euclidean distance between any two given points in a Cartesian coordinate system. Name these two points Point A(x,y) and Point B (x,y).

Specifically:

1. Create two classes:
 - a. The DistanceApp “main” or tester class
 - b. The Distance class which computes the Euclidian distance (D) between A and B
2. YOU MUST USE the SetGet method within your classes to initialize the Distance class instance variables.

3. Input the following data points to confirm the operation of your program:

$$A := (-3 \quad -2.3) \qquad B := (14.3 \quad 24.1)$$

$$D := \sqrt{(B_{0,0} - A_{0,0})^2 + (B_{0,1} - A_{0,1})^2} = 31.563$$

4. Attach a document providing the complete code for both classes and the input/output from your IDE (Eclipse or Netbeans) demonstrating proper operation of your classes.
5. Use this doc as the coversheet for your submission.