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#include <iostream>
#include <conio.h>

using namespace std;

class Point
{
public:
    int GetPointX () const { return xcod; }
    int GetPointY () const { return ycod; }

    void SetPoint(int newX, int newY)
    {
        xcod = newX;
        ycod = newY;
    }

private:
    int xcod;
    int ycod;
};

int main()
{
    Point point;
    cout<<"So we created an object 'point'"<<endl;
    cout<<"Let's set coordinates 3 and 5 to X and Y respectively"<<endl;
    point.SetPoint(3,5);
    cout<<"We can check it's coordinates: "<<endl;
    cout<<"X = "<<point.GetPointX()<<endl;
    cout<<"Y = "<<point.GetPointY()<<endl;

    _getch();
    return 0;
}

```

}