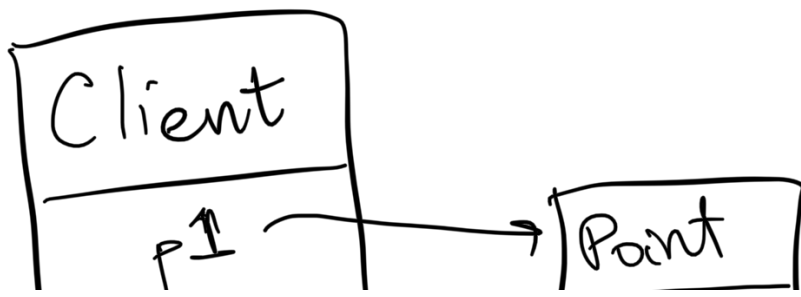
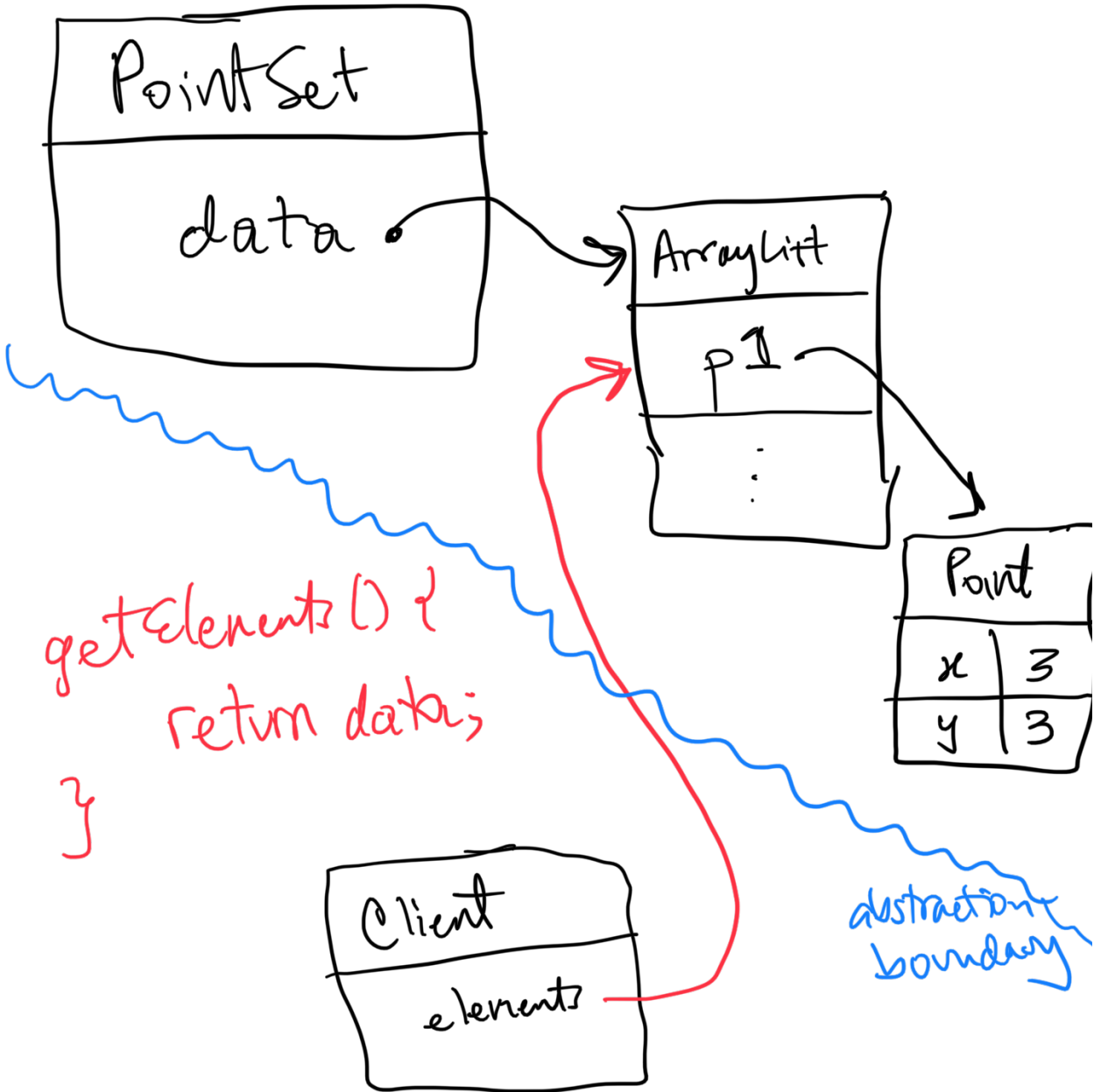


Representation exposure



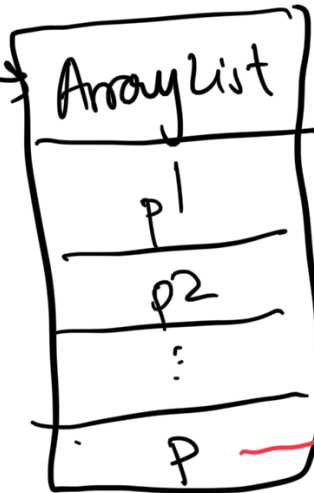


x	3
y	3

add (Point p) {

... add(p); ...

}



abstraction boundary

