Using the `Fraction` class as an example, create a Java `Point` class in BlueJ with the following methods:

- a default constructor that initializes the point to (0,0)
- a constructor that allows one to set the initial values of \( x \) and \( y \)
- a method that returns the \( x \) coordinate of the point
- a method that returns the \( y \) coordinate of the point
- a method that returns the magnitude (distance from (0,0)) of the point
- a method that adds the point to another point
- a method that moves a point by adding an \( x \) offset and a \( y \) offset to the point
- a method that returns the distance between the point and another point

Your class should contain two private instance variables, \( x \) and \( y \), that hold the \( x \) and \( y \) coordinates of the point. Note that this `Point` class is entirely distinct from the built-in `Point` class that you may have used previously. You may need to look up how to compute the distance between two points, if you do not remember.

Test your class by instantiating some `Point` objects in the object bench in BlueJ. Call your methods and watch the results in the inspector to make sure they are working correctly.

*Start early (or now) and have fun!*