

```

1 // joi/5/shapes/ShapeOnScreen.java
2 /**
3 /**
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5 // This file is used in one of the Chapter 5 exercises on shapes.
6 /**
7 /**
8 /**
9 * A ShapeOnScreen models a Shape to be painted at
10 * a given position on a Screen.
11 * @see Shape
12 * @see Screen
13 *
14 * @version 5
15 */
16
17 public class ShapeOnScreen
18 {
19     private Shape shape;
20     private int x;
21     private int y;
22
23     /**
24     * Construct a ShapeOnscreen.
25     * @param shape the Shape
26     * @param x its x coordinate
27     * @param y its y coordinate
28
29     */
30
31
32     public ShapeOnScreen( Shape shape, int x, int y )
33     {
34         this.shape = shape;
35         this.x = x;
36         this.y = y;
37     }
38
39     /**
40     * What Shape does this ShapeOnScreen represent?
41     * @return the Shape.
42     */
43
44     public Shape getShape() {
45         return shape;
46     }
47
48     /**
49     * The current x coordinate of this ShapeOnScreen.
50     * @return the x coordinate.
51
52     */
53
54     public int getX() {
55         return x;
56     }

```

```

57 }
58 /**
59 * The current y coordinate of this ShapeOnScreen.
60 *
61 * @return the y coordinate.
62 */
63
64 public int getY() {
65     return y;
66 }
67 /**
68 * Unit test.
69 */
70
71
72 public static void main( String[] args ) {
73     ShapeOnScreen sos = new ShapeOnScreen( null, 5, 7 );
74     System.out.println("Shape: " + sos.getShape());
75     System.out.println("x: " + sos.getX());
76     System.out.println("y: " + sos.getY());
77 }
78 }
79 }

```