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1 // joi/3/shapes/TextLine.java
2 /**
3 // Copyright 2003 Bill Campbell and Ethan Bolker
4 // This file contains stubs for the methods.
5 /**
6 * A horizontal line of character text.
7 */
8 /**
9 * @version 3
10 */
11 /**
12 */
13 public class TextLine
14 {
15 /**
16 * Construct a Textline.
17 *
18 * @param text the text of the line.
19 */
20 public TextLine( String text )
21 {
22 }
23 }
24 /**
25 *
26 * Paint this TextLine on Screen s at position (x,y).
27 *
28 * @param s the Screen on which this line is to be painted.
29 * @param x the x position for the line.
30 * @param y the y position for the line.
31 */
32 /**
33 */
34 public void paintOn( Screen s, int x, int y )
35 {
36 }
37 /**
38 * Draw the TextLine to Screen s at position (0,0).
39 *
40 * @param s the Screen on which this line is to be painted.
41 */
42 /**
43 */
44 public void paintOn( Screen s )
45 {
46     paintOn( s, 0, 0 );
47 }
48 /**
49 * Get the length of this line.
50 *
51 * @return the length in (character) pixels.
52 */
53 /**
54 */
55 public int getLength()
56 {

```

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57 }
58 return 0; // replace with the right answer
59 /**
60 * Unit test for class.TextLine,
61 * assuming Screen and Terminal work.
62 */
63 /**
64 public static void main( String[] args )
65 {
66 }
67 }
68 }

public static void main( String[] args )
{
}
*
```