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1 // fo1/5/shapes/ShapeOnScreen.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 // This file is used in one of the Chapter 5 exercises on shapes.
7
8 /**
9  * A ShapeOnScreen models a Shape to be painted at
10 * a given position on a Screen.
11 *
12 * @see Shape
13 * @see Screen
14 * @version 5
15 */
16
17
18 public class ShapeOnScreen
19 {
20     private Shape shape;
21     private int x;
22     private int y;
23
24     /**
25      * Construct a ShapeOnScreen.
26      *
27      * @param shape the Shape
28      * @param x its x coordinate
29      * @param y its y coordinate
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      *
42      * @return the Shape.
43      */
44
45     public Shape getShape() {
46         return shape;
47     }
48
49     /**
50      * The current x coordinate of this ShapeOnScreen.
51      *
52      * @return the x coordinate.
53      */
54
55     public int getX() {
56         return x;

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

```