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// joi/5/shapes/ShapeOnScreen.java
//
//
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// This file is used in one of the Chapter 5 exercises on shapes.

/**
 * A ShapeOnScreen models a Shape to be painted at
 * a given position on a Screen.
 *
 * @see Shape
 * @see Screen
 *
 * @version 5
 */

public class ShapeOnScreen
{
    private Shape shape;
    private int x;
    private int y;

    /**
     * Construct a ShapeOncreen.
     *
     * @param shape the Shape
     * @param x its x coordinate
     * @param y its y coordinate
     */

    public ShapeOnScreen( Shape shape, int x, int y )
    {
        this.shape = shape;
        this.x     = x;
        this.y     = y;
    }

    /**
     * What Shape does this ShapeOnScreen represent?
     *
     * @return the Shape.
     */

    public Shape getShape() {
        return shape;
    }

    /**
     * The current x coordinate of this ShapeOnScreen.
     *
     * @return the x coordinate.
     */

    public int getX() {
        return x;
```



```
    }

    /**
     * The current y coordinate of this ShapeOnScreen.
     *
     * @return the y coordinate.
     */

    public int getY() {
        return y;
    }

    /**
     * Unit test.
     */

    public static void main( String[] args ) {
        ShapeOnScreen sos = new ShapeOnScreen( null, 5, 7);
        System.out.println("Shape: " + sos.getShape());
        System.out.println("x:     " + sos.getX());
        System.out.println("y:     " + sos.getY());
    }
}
```