/**
 * A horizontal line of character text.
 *
 * @version 3
 */

public class TextLine
{

/**
* Construct a TextLine.
*
* @param text the text of the line.
*/

public TextLine( String text )
{
}

/**
* Paint this TextLine on Screen s at position (x,y).
*
* @param s the Screen on which this line is to be painted.
* @param x the x position for the line.
* @param y the y position for the line.
*/

public void paintOn( Screen s, int x, int y )
{
}

/**
* Paint this TextLine on Screen s at position (0,0).
*
* @param s the Screen on which this line is to be painted.
*/

public void paintOn( Screen s )
{
    paintOn( s, 0, 0 );
}

/**
* Get the length of this line.
*
* @return the length in (character) pixels.
*/

public int getLength()
{
    return 0; // replace with the right answer
}

/**
* Unit test for class.TextLine,
* assuming Screen and Terminal work.
*/

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

}