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

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

public Shape getShape() {
return shape;
}

public int getX() {
return x;
}

public int getY() {
return y;
}

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() );
}
}