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:");
    System.out.println("y:");
}