

# CS239

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# Exercise

Code the following class:

| <b>Point</b>   |
|--|
| -x: double<br>-y: double   |
| +Point(x:double,y:double)<br>+getX(): double<br>+getY(): double<br>+moveX(amount:double)<br>+moveY(amount:double)<br>+toString(): String |

# Clicker Question

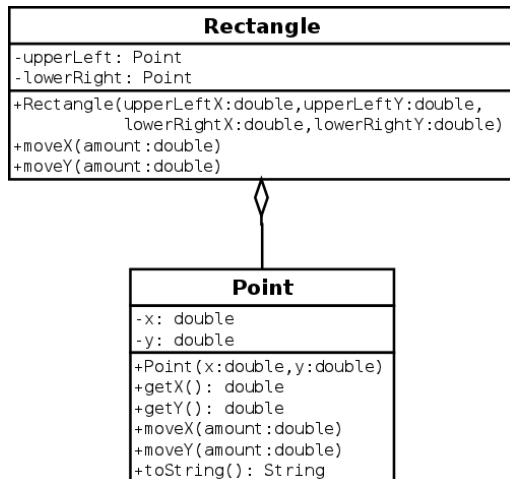
What will be printed?

```
1 Point point1 = new Point(0, 0);
2 Point point2 = new Point(0, 0);
3
4 if (point1 == point2) {
5     System.out.print("Equal. ");
6 } else {
7     System.out.print("Not Equal. ");
8 }
9
10 point2 = point1;
11 point2.moveX(1.0);
12 System.out.println(point1);
```

- 1 Equal. (0.0, 0.0)
- 2 Equal. (1.0, 0.0)
- 3 Not Equal. (0.0, 0.0)
- 4 Not Equal. (1.0, 0.0)

# Exercise

Code the following class:



# Clicker Question

```
1 Point point1 = new Point(1, 1);
2 Point point2 = new Point(2, 0);
3
4 Rectangle rect1 = new Rectangle(point1, point2);
5 Rectangle rect2 = new Rectangle(point1, point2);
6
7 rect1.moveX(1.0);
8 rect2.moveX(1.0);
9
10 System.out.println(rect1);
11 System.out.println(rect2);
```

1) UL: (2.0, 1.0) LR: (3.0, 0.0)

UL: (2.0, 1.0) LR: (3.0, 0.0)

2) UL: (1.0, 1.0) LR: (2.0, 0.0)

UL: (3.0, 1.0) LR: (4.0, 0.0)

3) UL: (3.0, 1.0) LR: (4.0, 0.0)

UL: (3.0, 1.0) LR: (4.0, 0.0)

4) UL: (3.0, 1.0) LR: (4.0, 0.0)

UL: (1.0, 1.0) LR: (2.0, 0.0)