Circle Class API

Constructors

public Circle()
    Default constructor to create a Circle that is blue, has a diameter of 30 pixels, is located at (20, 60), and is not initially visible.

Instance Methods

public void makeVisible()
    Make this circle visible. If it was already visible, do nothing.

public void makeInvisible()
    Make this circle invisible. If it was already invisible, do nothing.

public void moveHorizontal(int distance)
    Move the circle horizontally by distance pixels.

public void moveVertical(int distance)
    Move the circle vertically by distance pixels. A positive distance moves the circle down, a negative distance moves the circle up.

public void slowMoveHorizontal(int distance)
    Slowly move the circle horizontally by distance pixels.

public void slowMoveVertical(int distance)
    Slowly move the circle vertically by distance pixels. A positive distance moves the circle down, a negative distance moves the circle up.

public void changeSize(int newDiameter)
    Change the diameter to newDiameter (in pixels).

public void changeColor(String newColor)
    Change the color. Valid colors are "red", "yellow", "blue", "green", "magenta" and "black".
Square Class API

Constructors

public Square()
    Default constructor to create a Square that is red, 30 pixels in size, is located at (60, 50), and is not initially visible

Instance Methods

public void makeVisible()
    Make this square visible. If it was already visible, do nothing.

public void makeInvisible()
    Make this square invisible. If it was already invisible, do nothing.

public void moveHorizontal(int distance)
    Move the square horizontally by distance pixels.

public void moveVertical(int distance)
    Move the square vertically by distance pixels. A positive distance moves the square down, a negative distance moves the square up.

public void slowMoveHorizontal(int distance)
    Slowly move the square horizontally by distance pixels.

public void slowMoveVertical(int distance)
    Slowly move the square vertically by distance pixels. A positive distance moves the square down, a negative distance moves the square up.

public void changeSize(int newSize)
    Change the size to newSize (in pixels).

public void changeColor(String newColor)
    Change the color. Valid colors are "red", "yellow", "blue", "green", "magenta" and "black".
Triangle Class API

Constructors

public Triangle()
 Default constructor to create a Triangle that is green, 40 pixels in width, is located at (50, 15), and is not initially visible.

Instance Methods

public void makeVisible()
 Make this triangle visible. If it was already visible, do nothing.

public void makeInvisible()
 Make this triangle invisible. If it was already invisible, do nothing.

public void moveHorizontal(int distance)
 Move the triangle horizontally by distance pixels.

public void moveVertical(int distance)
 Move the triangle vertically by distance pixels. A positive distance moves the triangle down, a negative distance moves the triangle up.

public void slowMoveHorizontal(int distance)
 Slowly move the triangle horizontally by distance pixels.

public void slowMoveVertical(int distance)
 Slowly move the triangle vertically by distance pixels. A positive distance moves the triangle down, a negative distance moves the triangle up.

public void changeSize(int newHeight, int newWidth)
 Change the size to newHeight and newWidth (in pixels).

public void changeColor(String newColor)
 Change the color. Valid colors are "red", "yellow", "blue", "green", "magenta" and "black".