

# Lab 09

```
public class Ball {  
    double x,y;  
  
    public Ball (double newX, double newY)  
    {  
        x = newX;  
        y = newY;  
    }  
  
    public Ball()  
    {  
        x = 0.0;  
        y = 0.0;  
    }  
  
    public double getX()  
    {  
        return x;  
    }  
    public double getY()  
    {  
        return y;  
    }  
  
    public void setPos(double newX, double newY)  
    {  
        x = newX;  
        y = newY;  
    }  
  
    public void move(double xDisp, double yDisp)  
    {  
        x += xDisp;  
        y += yDisp;  
    }  
    public String toString()  
    {  
        return "Ball @" + x + ", " + y + "  
    }  
}
```

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```
import java.util.Scanner;  
public class TestBall {
```

```
public static void main(String[] args) {  
    Scanner input = new Scanner(System.in);  
    System.out.println("Enter ball position (x,y):");  
    double x = input.nextDouble();  
    double y = input.nextDouble();  
    Ball ball = new Ball(x,y);  
    ball.move(3,-5);  
    System.out.println(ball.toString());  
    }  
}
```