

```
1 public class DefineObject {
2     int xDist;
3     int yDist;
4     int velX;
5     int velY;
6     String theColor;
7
8     //set the properties of the object
9     public void setCircle(int x, int y, int vX, int vY, String aColor){
10         this.xDist = x;
11         this.yDist = y;
12         this.velX = (int)(Math.random() * 11);
13         this.velY = (int)(Math.random() * 11);
14         this.theColor = aColor;
15     }
16
17     // public void setCircle(int x, int y, int vX, int vY, String aColor){
18     //     xDist = x;
19     //     yDist = y;
20     //     velX = vX;
21     //     velY = vY;
22     //     theColor = aColor;
23     // }
24
25 }
26
```