“Main.java”

public class Main {

public static void main(String[] args) {

MovableCircle circle = new MovableCircle(0,0,5,5,10);

System.out.println(circle.toString());

}

}

“Movable.java”

public interface Movable {

void moveUp();

void moveDown();

void moveLeft();

void moveRight();

}

“MovablePoint.java”

public class MovablePoint implements Movable {

int x;

int y;

int xSpeed;

int ySpeed;

public MovablePoint(int x, int y, int xSpeed, int ySpeed) {

this.x = x;

this.y = y;

this.xSpeed = xSpeed;

this.ySpeed = ySpeed;

}

@Override

public String toString() {

return "MCNVI.MovablePoint{" +

"x=" + x +

", y=" + y +

", xSpeed=" + xSpeed +

", ySpeed=" + ySpeed +

'}';

}

@Override

public void moveUp() {

y=y+ySpeed;

}

@Override

public void moveDown() {

y=y-ySpeed;

}

@Override

public void moveLeft() {

x=x-xSpeed;

}

@Override

public void moveRight() {

x=x+xSpeed;

}

}

“MovableCircle.java”

public class MovableCircle implements Movable {

private int radius;

private MovablePoint center;

public MovableCircle(int x, int y, int xSpeed, int ySpeed, int radius) {

this.center=new MovablePoint(x,y,xSpeed,ySpeed);

this.radius=radius;

}

@Override

public String toString() {

return "MovableCircle{" +

"radius=" + radius +

", center=" + center +

'}';

}

@Override

public void moveUp() {

center.y=center.y+center.ySpeed;

}

@Override

public void moveDown() {

center.y=center.y-center.ySpeed;

}

@Override

public void moveLeft() {

center.x=center.x-center.xSpeed;

}

@Override

public void moveRight() {

center.x=center.x+center.xSpeed;

}

}