

Vector2.java

```
1
2 /**
3  * @author Warren Smith This Class is used to retain coordinates for 2D Array.
4  */
5 public class Vector2 {
6     private int valueX;
7     private int valueY;
8
9     /**
10     * Constructor.
11     * @param x The X coordinate.
12     * @param y The Y coordinate.
13     */
14     public Vector2(int x, int y) {
15         valueX = x;
16         valueY = y;
17     }
18
19     /**
20     * Sets the X and Y values to zero.
21     */
22     public void zero() {
23         valueX = valueY = 0;
24     }
25
26     /**
27     * Does a print line of both the X and Y values.
28     */
29     public void print() {
30         System.out.println("( " + valueX + ", " + valueY + " )");
31     }
32 }
33
```