

Something **new**:  
More Car Class...


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Java

# Review

- the class definition has three parts:

- 1) fields (also called global variables or instance variables)

- 2) constructors

-  3) methods

# Shows Both Files...


USES - starter.java

```
Car fred = new Car(17.0, 23.0);  
fred.draw();
```

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MAKES - Car.java

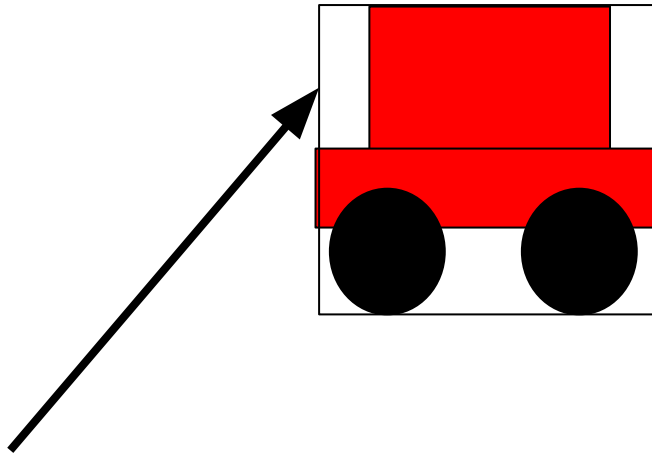
```
public class Car  
{  
    // fields and constructor  
    public void draw()  
    {  
  
    }  
}
```



define method draw()

# Make the getX, getY methods...

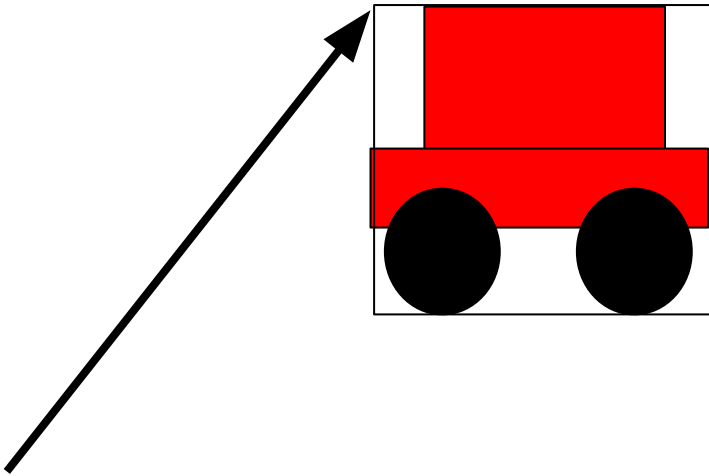
## One approach: Bounding Box



Draw a bounding box around your Car. The box is now part of your Car. Leave it visible for now.

# Make the getX, getY methods...

## One approach: Bounding Box



The x,y coordinates of the Bounding Box are the x, y coordinates of the Car object

# Make the getX, getY methods...

## One approach: Bounding Box

- 1) add a Rectangle instance variable to the Car class
- 2) Construct the Rectangle in the Car constructor and draw it. You could figure out its dimensions by guess & check or algebra

# Lab

- Add a bounding box (Rectangle) to your Car class
- Test it by translating a Car object and seeing that the bounding box moves with the Car