

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


Mr. Neat  
Java

# Review

- the class definition has three parts:

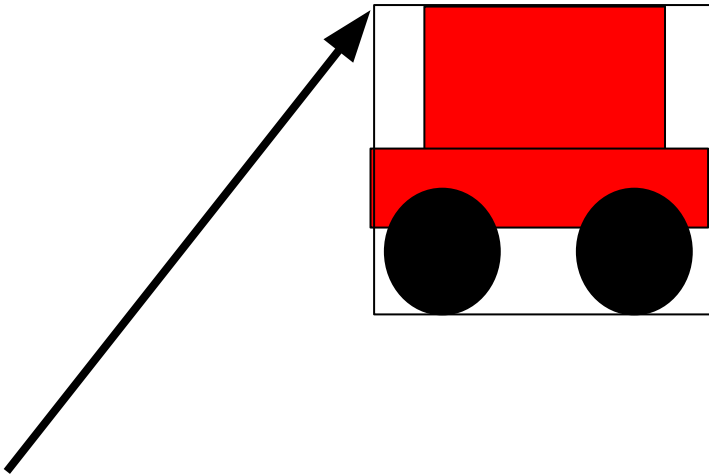
- 1) fields (also called global variables or instance variables)

- 2) constructors

-  3) methods

# Make the getX, getY methods...

## One approach: Bounding Box



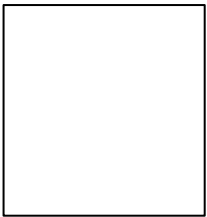
The x,y coordinates of the Bounding Box are the x, y coordinates of the Car object

# Make the getX, getY methods...

We have used getX, getY for other classes

```
Rectangle dash = new Rectangle(1,2,3,4);  
System.out.print(dash.getX());
```

(17, 20)



getX() RETURNS a value to the place the  
method was called

Make the getX, getY  
methods...

New type of method definition: **return methods**

```
public int getX()  
{  
    return bBox.getX();  
}
```

if this is not void, then  
**return** must  
appear in method



```
public int getX()
```

```
{
```

```
    return bBox.getX();
```

```
}
```

```
public int getX()
```

```
{
```

```
    return bBox.getX();
```

```
}
```

this type must match



# Lab

- add a getX and getY method to your Car class
- test the methods by making a few Car objects and outputting their x and y values to the command window