

```
1: public class Kitty{
2:
3:     private String face = "^.^=";
4:     private int X = 0, Y = 0;
5:
6:     public void set_position(int x, int y){
7:         this.X = x;
8:         this.Y = y;
9:     }
10:
11:     public int get_x(){ return X; }
12:     public int get_y(){ return Y; }
13:     public String get_face(){ return face; }
14:
15:     public boolean is_at(int x, int y){
16:         return ((this.X == x) && (this.Y == y)) ? true : false;
17:     }
18: }
```