

```
1:  /*
2:
3:  Jared Dyreson
4:  CWID: 889546529
5:  Cursor.java ->
6:  csrc_compile: TRUE
7:
8:  */
9:
10: import java.awt.*;
11:
12: public class Cursor {
13:     // positions in R^2
14:     private int X = 0, Y = 0;
15:
16:     // our what our cursor looks like and what kind of paint color it uses
17:     private Color cursor_color = Color.YELLOW;
18:     private Color paint_color = Color.WHITE;
19:     // painting flag
20:     private boolean space_is_marked = false;
21:
22:     // getters
23:     public int get_x(){ return this.X; }
24:     public int get_y(){ return this.Y; }
25:     public Color get_color(){ return this.cursor_color; }
26:     public Color get_paint_color(){ return this.paint_color; }
27:     public boolean get_space_flag(){ return space_is_marked; }
28:
29:     // setters
30:     public void set_position(int x, int y){
31:         this.X = x;
32:         this.Y = y;
33:     }
34:
35:     public void set_color(Color new_color){
36:         this.cursor_color = new_color;
37:     }
38:
39:     public void set_paint_color(Color new_color){
40:         this.paint_color = new_color;
41:     }
42:
43:     public void toggle_marker(boolean value){
44:         this.space_is_marked = value;
45:     }
46:     // our constructor is a glorified setter
47:     public Cursor(int x, int y){
48:         this.set_position(x, y);
```

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49:         }  
50:     }
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