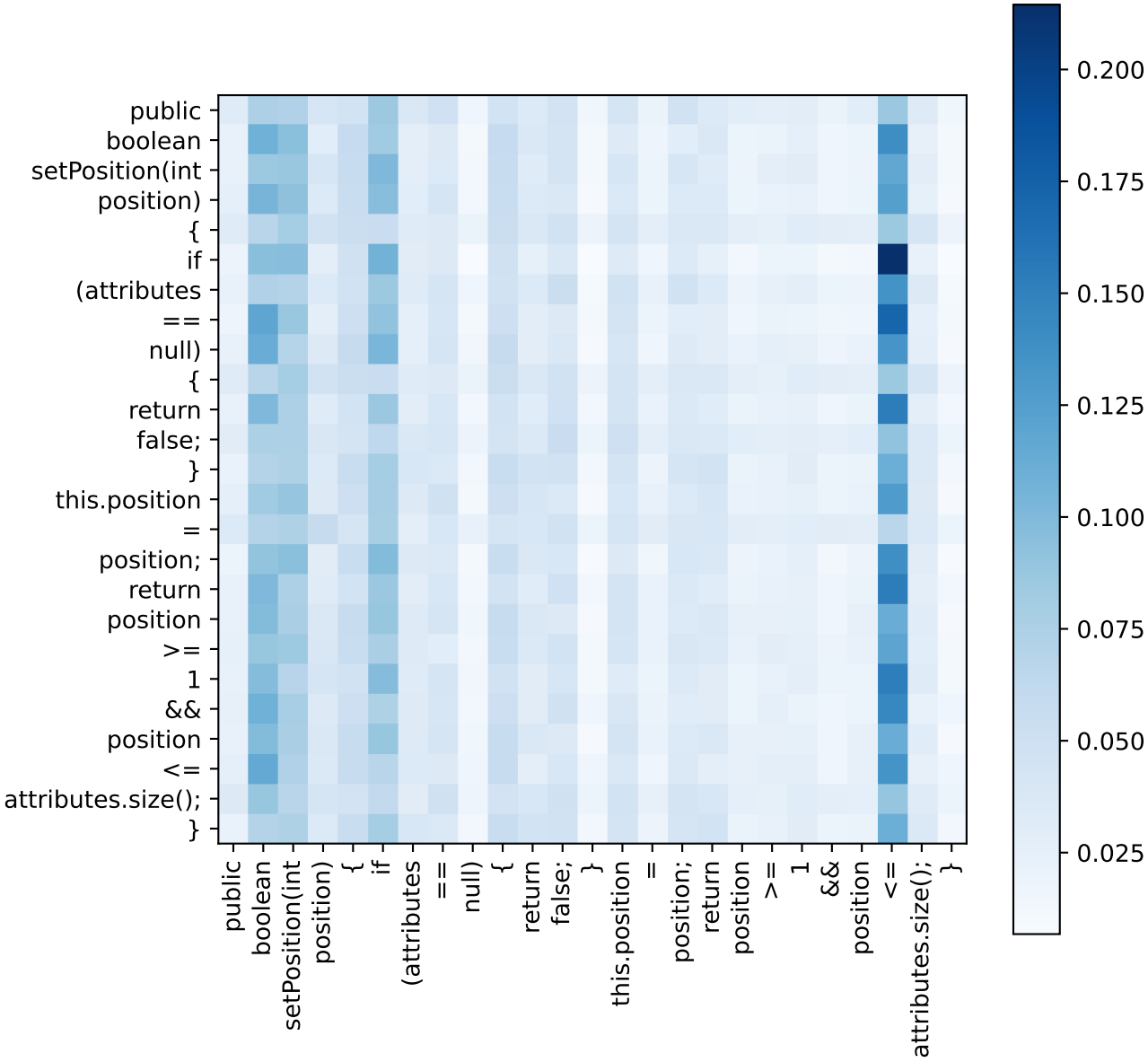
public
boolean
setPosition(int
position)
{
if
(attributes
==
null)
{
return
false;
}
this.position
=
position;
return
position
>=
1
&&
position
<=
attributes.size();
}
public
boolean
setPosition(int
position)
{
if
(attributes
==
null)
{
return
false;
}
this.position
=
position;
return
position
>=
1
&&
position
<=
attributes.size();
}
0.200
0.175
0.150
0.125
0.100
0.075
0.050
0.025