Lab Goal : This lab was designed to teach you more about Inheritance and ArrayLists.

Lab Description : You will be creating a game somewhat similar to the 80s arcade game – Asteroids.

For phase 0, you need to complete the MovingThing class.

This class will be used as the main building block for the game.

Here is a small set of runner code for the MovingThing class.

//sample runner code
```
MovingThing it = new MovingThing( 20, 66, 13, 11 );
System.out.println( "x position " + it.getX() );
System.out.println( "y position " + it.getY() );
System.out.println( "width " + it.getWidth() );
System.out.println( "height " + it.getHeight() );
System.out.println( it );
```

//sample output
```
x position -1
y position -1
width -1
height -1
20 66 13 11
```