**Tic Tac Toe Project – 1. The Piece**

**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a very simple game, using interfaces, abstract classes, and inheritance.

**Lab Description :** Complete the code for the abstract class Drawable located in Drawable.java. Drawable will be extended to make a Piece class. Piece will store name and location information for a game piece that could be used in a board game. Use PieceTester.java to test the completed Piece class.

**HINT:** use super.toString() in the toString method.

**Files Needed ::**

**Locatable.java**

**Drawable.java**

**Nameable.java**

**Piece.java**

**PieceTester.java**

**Sample Output** ( PieceTester.java )

5 5 5 5 empty java.awt.Color[r=0,g=0,b=255]

5 5 5 5 red checker java.awt.Color[r=0,g=0,b=255]

100 100 5 5 top hat java.awt.Color[r=0,g=0,b=255]

200 200 20 20 bishop java.awt.Color[r=255,g=255,b=255]