

## Class Spot

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```
import java.awt.Color;
import java.awt.Graphics;
/**
 * @author      Nathan Chen
 * @author      Benjamin Tu
 * @teacher    Coglianese
 * @period     2
 * @version    11-7-18
 *
 * Class Spot is a superclass for Pinball and Prize, and is a circle that can be drawn
 */
class Spot
{
    int x,y,r;
    Color c;
    /**
     * Constructs a spot according to parameters
     *
     * @param      setx      Sets x position
     * @param      sety      Sets y position
     * @param      setr      Sets radius of circle
     * @param      setc      Sets color of circle
     */
    public Spot(int setx, int sety, int setr, Color setc)
    {
        x=setx;
        y=sety;
        r=setr;
        c=setc;
    }

    /**
     * Checks if current spot is intersecting with another spot
     *
     * @param      b      Spot that is being checked
     */
    public boolean intersect(Spot b)
    {
        return Math.sqrt(Math.pow(x - b.x, 2.0D) + Math.pow(y - b.y, 2.0D)) <= r + b.r;
    }

    /**
     * Draws the Spot onto graphics class
     *
     * @param      g      Graphics class where circle is drawn
     */
    public void drawme(Graphics g)
```

**Class Spot (continued)****2/2**

```
{  
    g.setColor(c);  
    g.fillOval(x - r, y - r, 2 * r, 2 * r);  
}  
}
```