

Class Distance

1/3

```
import java.io.*;
import java.util.*;
/**
 * Distance is a Comparable allowing comparison of instances
 *
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 * @version 3-20-19
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 * @period 2
 */
public class Distance implements Comparable<Distance>
{
    //Class variables
    private int feet,inches;

    /**
     * Constructs Distance with 0'0"
     */
    public Distance(){
        feet=inches=0;
    }

    /**
     * Constructs Distance according to specified numbers
     *
     * @param feet Integer of feet
     * @param inches Integer for inches
     */
    public Distance(int feet, int inches){
        this.feet=feet;
        this.inches=inches;
    }

    /**
     * Compares this instance of Distance to another one
     *
     * @param d Distance to compare to
     * @return Returns positive int when greater, neg if less, 0 if equal
     */
    public int compareTo(Distance d){
        double distance=feet+(inches/12);
        double compare=d.getFeet()+(d.getInches()/12);
        if(distance>compare)
            return 1;
        if(distance<compare)
            return -1;
        return 0;
    }
}
```

```
/*
 * Checks if this instance of Distance is the same as another
 *
 * @param d Distance to compare to
 * @return Boolean if this instance is the same as d
 */
public boolean equals(Distance d) {
    return compareTo(d)==0;
}

/**
 * Gets string representation of class
 *
 * @return String representation of class
 */
public String toString(){
    return feet+" ft. "+inches+" in.";
}

/**
 * Accessor method for feet
 *
 * @return Integer of stored feet
 */
public int getFeet(){
    return feet;
}

/**
 * Accessor method for feet
 *
 * @return Integer of stored inches
 */
public int getInches(){
    return inches;
}

/**
 * Accessor method for feet
 *
 * @param feet Integer for stored feet
 */
public void setFeet(int feet){
    this.feet=feet;
}

/**
 * Accessor method for feet

```

```
/*
 * @param  inches  Integer for stored inches
 */
public void setInches(int inches){
    this.inches=inches;
}

/*
 * We can use this.[var] to simplify code.
 * This is in accordance with style guides
 */
}
```