```java
package ticTacToe.component;

import java.awt.Dimension;

public abstract class AbstractComponent implements Paintable{

    protected Point position;
    protected Dimension dimension;
    protected boolean mouseOver = false;

    public AbstractComponent() {
        this.position = new Point(0,0);
        this.dimension = new Dimension(50,50);
    }

    public AbstractComponent(int x, int y) {
        this();
        setPosition(x,y);
    }

    public AbstractComponent(int x, int y,int width, int height) {
        this(x,y);
        setSize(width,height);
    }

    public void setPosition(int x, int y) {
        this.position = new Point(x,y);
    }

    public Point getPosition() {
        return (Point) this.position.clone();
    }

    public void setSize(int width, int height) {
        this.dimension = new Dimension(width,height);
    }

    public Dimension getSize() {
        return (Dimension) this.dimension.clone();
    }

    public int width() {
        return this.dimension.width;
    }

    public int height() {
        return this.dimension.height;
    }

    public boolean isOver(Point point) {

            int xLeft = this.position.x;
            int yTop = this.position.y;
            int xRight = xLeft + this.width();
            int yBotton = yTop + this.height();

            return ( (point.x > xLeft && point.x < xRight) &&
                    (point.y > yTop && point.y < yBotton) );
        }

    public MouseMotionListener mouseMotionListener() {
        return new MouseMotionAdapter() {
            @Override
            public void mouseMoved(MouseEvent me) {
                boolean inside = isOver(me.getPoint());
                if (mouseOver != inside) {
                    mouseOver = inside;
                    me.getComponent().repaint();
                }
            }
        };
    }
}

```