

**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a very simple game.

**Lab Description :** Complete the code for the Block class located in Block.java. Block implements the Locatable interface. Block must implement all of the Locatable methods. Test Block using the BlockTestOne.java and BlockTestTwo.java files. The Block class will be used to make a Board. The Block class stores position, size, and color properties.

```
public class Block implements Locatable
{
    private int width;           //width of the block
    private int height;          //height of the block

    private int xPos;            //x position of the block
    private int yPos;            //y position of the block

    private Color color;         //color of the block

    public Block(){

    }

    //other Block constructors not shown

    //other modifiers not shown

    public void draw(Graphics window){
        window.setColor(color);
        window.fillRect(getX(), getY(), getWidth(), getHeight());
    }

    //other accessors not shown
}
```

### Files Needed ::

**Locatable.java**  
**Block.java**  
**BlockTestOne.java**  
**BlockTestTwo.java**  
**Tester.java**

### Sample Output ( BlockTestOne.java )

```
100 150 10 10 java.awt.Color[r=0,g=0,b=0]
50 50 30 30 java.awt.Color[r=0,g=0,b=0]
350 350 15 15 java.awt.Color[r=255,g=0,b=0]
450 50 20 60 java.awt.Color[r=0,g=255,b=0]
```

