

### 2.5.3. Programming Challenge : Turtle Distances

1. As we mentioned above, `Turtle` class has a method called `getDistance(x,y)` which will return the turtle's distance from a point (x,y). Can you find yertle's distance from the point (0,0)?
2. Add another turtle and make both turtles move. Then find the distance between them. You must use the `getXPos` and `getYPos` methods as well as the `getDistance` method.

Use the `getXPos`, `getYPos`, and `getDistance(x,y)` methods to find yertle's distance from the point (0,0). Add another turtle, move both turtles to different positions, and find the distance between the two turtles.

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Pair? ☐

```
1 //Code by Akshat Garg
2 import java.awt.*;
3 import java.util.*;
4
5 public class TurtleTestDistance
6 {
7     public static void main(String[] args)
8     {
9         World world = new World(300, 300);
10        Turtle yertle = new Turtle(world);
11        Turtle myrtle = new Turtle(world);
12
13        // Can you find yertle's distance from the point (0,0)?
14        double zeroDistance = yertle.getDistance(0,0);
15        // Can you find the distance between 2 turtles?
16        double turtleDistance = yertle.getDistance(myrtle.getXPos(),myrtle.getYPos());
17        world.show(true);
18    }
19 }
20
21
```

Result	Expected	Actual	Notes
Pass	>=1	1	Calls getDistance(0,0)
Pass	>=1	1	Calls to getXPos()
Pass	>=1	1	Calls to getYPos()
Pass	>=2	2	Calls to getDistance(...)

You got 4 out of 4 correct. 100.00%

Activity: 2.5.3.1 ActiveCode (challenge2-5-TurtleDistance)

Got it first try, not that hard. Nice way to use methods to complete a task.