# Quiz

## Introduction

You have been tasked with implementing a Creature for your Aquarium. Creature is an interface which all things that inhabit the Aquarium must implement. A part of the Creature interface is shown below (and the only part that you need to implement).

public interface Creature

{

// Gets the friendly name of this Creature.

public String getName();

// Gets the location of the center point of this Creature.

public Point getLocation();

...

}

## Question

You are implementing a new class called Floater which will float in one place. Your Floater needs a constructor for the name it is given when it is created (such as “Linda”); it needs to provide that name to those who are asking for it later (getName); and it needs to provide the location that it is currently floating at (getLocation).

Since your Floater doesn’t move, it can simply stay in one place and always indicate that it is at position (200, 200).

## Code

public class Floater implements Creature

{

}