

Programmer Manual

Class Position

1. Problem Description

A Position object represents the position of a turtle object on a board

2. Class Position

The Position object consists of two integers, an x coordinate and a y coordinate. They are both defaulted to 0

Private data members:

int posX	current X Value
int posY	current Y Value

Public member functions:

Position()	Constructor for a Position object
setPosX	sets a new x position
setPosY	sets a new y position
getPosX	returns the current x position
getPosY	returns the current y position

3. High Level Program Solution

Position()

Sets the default x coordinate to 0

Sets the default y coordinate to 0

setPosX()

IN: newPosX the x coordinate to change to

Sets the current x coordinate to newPosX

setPosY()

IN: newPosY the y coordinate to change to

Sets the current y coordinate to newPosY

getPosX()

Returns the current x coordinate

getPosY()

Returns the current y coordinate