

```

1  package Assign_4;
2
3  //import BasicIO.*;
4
5  public class Position {
6
7      private int xpos, ypos, state;
8      private char character;
9
10     public Position ( int x, int y, char c, int s ) {
11         xpos = x;
12         ypos = y;
13         character = c;
14         state = s;
15     }
16
17     public int getX ( ) {
18         return xpos;
19     }
20
21     public int getY ( ) {
22         return ypos;
23     }
24
25     public int getS ( ) {
26         return state;
27     }
28
29     public char getC ( ) {
30         return character;
31     }
32
33     public void setS(int s){
34         state = s;
35     }
36
37 }

```