

## ShapePositionInterface.java

```
1
2 public interface ShapePositionInterface extends ShapeInterface,
   PositionInterface
3 {
4
5     /*
6      * a. getBoundingBox – returns the bounding rectangle of an object
7      * in the class hierarchy;
8      * b. doOverlap – returns true if two objects in the class hierarchy
9      * overlap.
10     */
11     int[] getBoundingBox();
12     boolean doOverlap(Shape s1, Shape s2);
13 }
14
```