```java
import java.awt.Canvas;

public abstract class Shape extends Canvas implements ShapePositionInterface{
    private int x;
    private int y;
    private Color color;



    public Shape() {
        super();
    }

    public Shape(int x, int y) {
        super();
        this.x = x;
        this.y = y;
    }

    //constructor
    public Shape(int x, int y, Color color) {
        super();
        this.x = x;
        this.y = y;
        this.color = color;
    }



    //getters
    public int getX() {
        return x;
    }
    public int getY() {
        return y;
    }
    public Color getColor() {
        return color;
    }


    //setters
    public void setX(int x) {
        this.x = x;
    }
    public void setY(int y) {
        this.y = y;
    }
    public void setColor(Color color) {
        this.color = color;
    }


    @Override
    public int[] getPoint()
    {
        int[] point = {this.x, this.y};
        return point;
    }

    @Override
    public void moveTo(int dx, int dy)
    {
        this.x = x + dx;
        this.y = y + dx;
    }

    @Override
    public double distanceTo(int x, int y) {
        double distance = Math.sqrt(Math.pow(x - this.x, 2) + Math.pow(y - this.y, 2));
        return distance;
    }

    @Override
    public boolean doOverlap(Shape s1, Shape s2)
    {
        int[] s1Box = this.getBoundingBox();
        int[] s2Box = this.getBoundingBox();

        boolean xOverlap = false;
        boolean yOverlap = false;

        if(s1Box[0] >= s2Box[0] && s1Box[0] <= s2Box[1])
        {
            xOverlap = true;
        }else if(s1Box[1] >= s2Box[0] && s1Box[1] <= s2Box[1])
        {
            xOverlap = true;
        }else if(s1Box[0] >= s2Box[0] && s1Box[1] <= s2Box[1])
        {
            xOverlap = true;
        }else if(s1Box[1] >= s2Box[0] && s1Box[0] <= s2Box[1])
        {
            xOverlap = true;
        }


        if(s1Box[2] >= s2Box[2] && s1Box[2] <= s2Box[3])
        {
            yOverlap = true;
        }else if(s1Box[3] >= s2Box[2] && s1Box[3] <= s2Box[3])
        {
            yOverlap = true;
        }else if(s1Box[2] >= s2Box[2] && s1Box[2] <= s2Box[3])
        {
            yOverlap = true;
        }else if(s1Box[3] >= s2Box[2] && s1Box[3] <= s2Box[3])
        {
            yOverlap = true;
        }

        if(xOverlap && yOverlap)
        {
            return true;
        }else
        {
            return false;
        }


    }

    public abstract void setWidth(int width);
    public abstract void setHeight(int width);
    public abstract int getWidth();
    public abstract int getHeight();
    //abstract methods
    @Override
    public abstract int[] getBoundingBox();
    public abstract void draw(Graphics g);


}

```