

Appendix - Mouse

```
package src;

import java.awt.MouseInfo;
import java.awt.Point;
import java.awt.PointerInfo;

public class Mouse {
    protected double x;

    protected double y;

    protected Point mouseAt;

    public Mouse(){
        PointerInfo currentMouse = MouseInfo.getPointerInfo();

        mouseAt = currentMouse.getLocation();

        x = mouseAt.getX();
        y = mouseAt.getY();
    }

    public void update(){
        PointerInfo currentMouse = MouseInfo.getPointerInfo();
        mouseAt = currentMouse.getLocation();
        x = mouseAt.getX();
        y = mouseAt.getY();
    }

    public void update(double x, double y){
        this.x=x;
        this.y=y;
    }

    public void update(Point a){
        this.x = a.getX();
        this.y = a.getY();
    }
}
```

```
    public void updatePoint(){
        this.mouseAt.x = (int) this.x;
        this.mouseAt.y = (int) this.y;

    }
    public Point getPoint(){
        updatePoint();
        return mouseAt;
    }
    public String toString(){
        return x+" "+y;
    }
}
```