

STATIC METHODS AND VARIABLES: THE ARROW CLASS

Create an **Arrow** class that allows users to draw an arrow object anywhere on the screen, make it any width and height, set it to any colour, determine the direction the arrow is pointing (NORTH, EAST, SOUTH, or WEST), and the thickness.

FIELDS

```
private int xPos, yPos, width, height, direction, thickness;
private Color col;
public final static int NORTH = 0, EAST = 1, SOUTH = 2,
    WEST = 3;
```

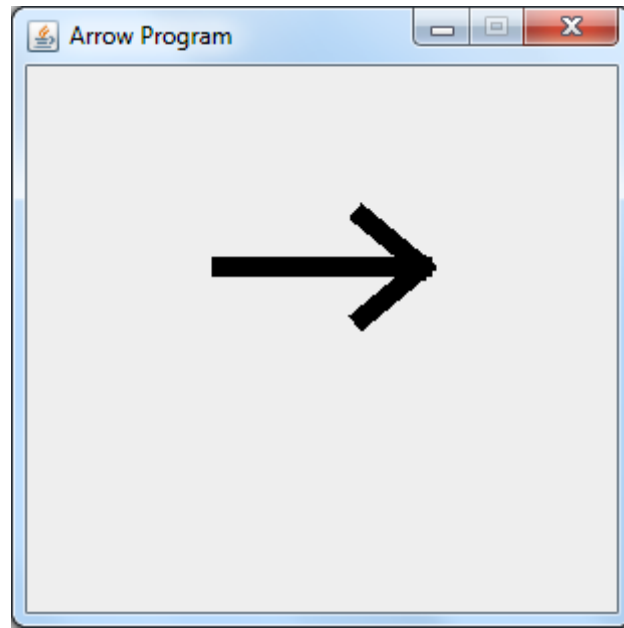
CONSTRUCTORS

```
public Arrow()
```

METHODS

```
public Color getColor()
public int getDirection()
public int getHeight()
public int getThickness()
public int getWidth()
public int getX()
public int getY()
public void drawArrow(Graphics2D g2)
public void setColor(Color c)
public void setDirection(int dir)
public void setHeight(int h)
public void setPosition(int x, int y)
public void setThickness(int pixels)
public void setWidth(int w)
public void setX(int x)
public void setY(int y)
```

Once you have created the class, declare and initialize an instance of the Arrow class in a program so that your output looks something like this:



Save the program and the **Arrow** class in a project folder called **Arrow Class** in your UNIT 4 folder.