Main.java:

**public class** Main {  
 **public static void** main(String[] args) {  
 MovableCircle circle = **new** MovableCircle(0,0,5,5,10);  
 System.***out***.println(circle.toString());  
 }  
}

Movable.java:

**public interface** Movable {  
 **void** moveUp();  
 **void** moveDown();  
 **void** moveLeft();  
 **void** moveRight();  
}

MovablePoint.java:

**public class** MovablePoint **implements** Movable {  
 **int x**;  
 **int y**;  
 **int xSpeed**;  
 **int ySpeed**;  
  
 **public** MovablePoint(**int** x, **int** y, **int** xSpeed, **int** ySpeed) {  
 **this**.**x** = x;  
 **this**.**y** = y;  
 **this**.**xSpeed** = xSpeed;  
 **this**.**ySpeed** = ySpeed;  
 }  
  
 @Override  
 **public** String toString() {  
 **return "MCNVI.MovablePoint{"** +  
 **"x="** + **x** +  
 **", y="** + **y** +  
 **", xSpeed="** + **xSpeed** +  
 **", ySpeed="** + **ySpeed** +  
 **'}'**;  
 }  
  
 @Override  
 **public void** moveUp() {  
 **y**=**y**+**ySpeed**;  
 }  
  
 @Override  
 **public void** moveDown() {  
 **y**=**y**-**ySpeed**;  
 }  
  
 @Override  
 **public void** moveLeft() {  
 **x**=**x**-**xSpeed**;  
 }  
  
 @Override  
 **public void** moveRight() {  
 **x**=**x**+**xSpeed**;  
 }  
}

MovableCircle.java

**public class** MovableCircle **implements** Movable {  
 **private int radius**;  
 **private** MovablePoint **center**;  
  
 **public** MovableCircle(**int** x, **int** y, **int** xSpeed, **int** ySpeed, **int** radius) {  
 **this**.**center**=**new** MovablePoint(x,y,xSpeed,ySpeed);  
 **this**.**radius**=radius;  
 }  
  
 @Override  
 **public** String toString() {  
 **return "MovableCircle{"** +  
 **"radius="** + **radius** +  
 **", center="** + **center** +  
 **'}'**;  
 }  
  
 @Override  
 **public void** moveUp() {  
 **center**.y=**center**.y+**center**.ySpeed;  
 }  
  
 @Override  
 **public void** moveDown() {  
 **center**.y=**center**.y-**center**.ySpeed;  
 }  
  
 @Override  
 **public void** moveLeft() {  
 **center**.x=**center**.x-**center**.xSpeed;  
 }  
  
 @Override  
 **public void** moveRight() {  
 **center**.x=**center**.x+**center**.xSpeed;  
 }  
}