**Java**

**Square Class**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Create and test the class called Square:**

**Instance Variables:**

int length

int x, y // top left coordinate

Color color

boolean outlined //if true display square with a black outline

**Constructors:**

Square() - length = 10, (0, 0), Color.BLACK, not outlined

Square(length, color)

Square(x, y)

**Methods:**

boolean switchOutline() // changes outlined, returns new value

void display(Graphics)

void moveUp(int amt) // square wraps around the screen

void moveDown(int amt)

void moveLeft(int amt)

void moveRight(int amt)

boolean changeColor(Color newColor)

boolean overlaps(Square other)

int x()

int y()

int length()