/\*\*

\* Circle.java

\*

\* @author rbender, mlucas, lmannion

\* @version 5/17/18

\* @contact bendryan14@qcsdstu.org

\*

\* Code Description: Defines a Circle class with methods to create and draw

\* a circle of select size, color, and location.

\*

\*/

import java.awt.\*;

public class Circle

{

//private data members declared

private int centerX, centerY;

private int radius;

private Color color;

/\*\*

\* Creates a circle with center at point given, radius based on an int

\* parameter, and color based on Color object parameter

\*

\* @param point the desired center point for the circle

\* @param size the number to determine the radius

\* @param circleColor the color object responsible for setting

\* the circle's color

\*/

public Circle(Point point, int circleRadius, Color circleColor)

{

radius = circleRadius;

color = circleColor;

centerX = point.x;

centerY = point.y;

}

/\*\*

\* returns the x-coordinate of the circle

\* @return centerX x coordinate

\*/

public int getX()

{

return centerX; // centerX returned

}

/\*\*

\* returns the y-coordinate of the circle

\* @return centerY y coordinate

\*/

public int getY()

{

return centerY; // centerY returned

}

/\*\*

\* returns the radius of the circle

\* @return radius radius of the circle

\*/

public int getRadius()

{

return radius; // radius returned

}

/\*\*

\* returns the color of the circle

\* @return color color of the circle

\*/

public Color getColor()

{

return color; // color returned

}

}