

```
public class EnemyTester
{
    public static void main(String [] args)
    {
        // instantiate an Enemy object called ghost
        Enemy ghost = new Enemy();

        // call get methods to see position
        System.out.print("Starting position: ");
        System.out.println(ghost.getXPosition() + ", " + ghost.getYPosition());

        // call various move methods
        // each of these methods moves the enemy 10 spaces in the relevant direction
        ghost.moveLeft();
        ghost.moveRight();
        ghost.moveDown();
        ghost.moveRight();
        ghost.moveDown();
        ghost.moveUp();

        // call get methods to see position
        System.out.print("After Moving: ");
        System.out.println(ghost.getXPosition() + ", " + ghost.getYPosition());

        // call moveToPoint method which moves the Enemy to a particular position
        ghost.moveToPoint(100, 125);

        // call get methods to see position
        System.out.print("Final position: ");
        System.out.println(ghost.getXPosition() + ", " + ghost.getYPosition());
    }
}
```

The above code instantiates an object from an Enemy class (which might be used in a basic computer game). Examine the code to identify the methods and instance variables in the Enemy class. Download the file EnemyTester.java from Blackboard and do the following:

1. Draw a UML Class Diagram for the Enemy class. Check this with your lecturer before you start to code.
2. Comment out all of the code in the main method of the EnemyTester class.
3. Write the Enemy class. As you write it, uncomment the lines of code in the EnemyTester class to test what you have written.