thle01

< quadrantPoint Main Page → Problems → Solve a Problem manhattanDistancePoint >

BJP4 Exercise 8.2: flipPoint

Language/Type: Java classes instance methods Point
Author: Marty Stepp (on 2016/09/08)

Add the following method to the `Point` class:

```
public void flip()
```

Negates and swaps the x/y coordinates of the `Point` object. For example, if the object initially represents the point (5, -3), after a call to `flip`, the object should represent (3, -5). If the object initially represents the point (4, 17), after a call to `flip`, the object should represent (-17, -4).

```
public class Point {
    private int x;
    private int y;

    // // your code goes here

}
```

Type your solution here:

```
1  public void flip() {
2      int xNew = 0, yNew = 0;
3
4      xNew = y*(-1);
5      yNew = x*(-1);
6
7      x = xNew;
8      y = yNew;
9
10 }
```

This is a **partial class problem.** Submit code that will become part of an existing Java class as described. You do not need to write the complete class, just the portion described in the problem.

4 Indent

Sound F/X
Highlighting

Submit

You passed 5 of 5 tests.

Go to the next problem: manhattanDistancePoint

test #1:	`(81, 21)`
console output:	`(-21, -81)` `(81, 21)`
result:	pass
test #2:	`(-52, 32)`
console output:	`(-32, 52)` `(-52, 32)`
result:	pass
test #3:	`(-93, -13)`
console output:	`(13, 93)` `(-93, -13)`
result:	pass
test #4:	`(64, -44)`
console output:	`(44, -64)` `(64, -44)`
result:	pass
test #5:	`(0, 0)`
console output:	`(0, 0)` `(0, 0)`
result:	pass

If you do not understand how to solve a problem or why your solution doesn't work, please contact your TA or instructor.
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