4.5: Other Member Functions

Right now, if you want to move a Circle, you need to explicitly set the x and y member variables. This can be ugly:

```
Circle small = new Circle(12.0);
// more code...

// move the Circle upwards and to the
//right one notch
small.x += 1.0;
small.y += 1.0;
```

The comment is necessary to make it clear that we are moving the circle to a new position. It would be nicer if we could just tell the circle to move, and let it do the ugly stuff itself. That's easy enough to arrange:

```
public class Circle
{
    // All code above
    // Relative move
    public void moveBy(double dx, double dy)
    {
        x += dx;
        y += dy;
    }

    // Absolute move
    public void moveTo(double ax, double ay)
    {
        x = ax;
        y = ay;
    }
}

// ...
small.moveBy(1.0, 1.0);
// ...
small.moveTo(10.0, 10.0);
```

These functions make it convenient to move a Circle. The code to do so is almost self-documenting now.