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| Original Partner SOLUTION | Problem 1 COMP 10062 | Paired Partner ("grader") | SCORE OBTAINED 5 |
| Student # | | Student # | |

Note that the x & y coordinates of the Circle class represent the center of the circle. Make approximate assumptions regarding the radius and location of the snowman on the canvas.

1. Draw a sketch of what the following line of code would look like in memory.

Circle [] c = new Circle[4];

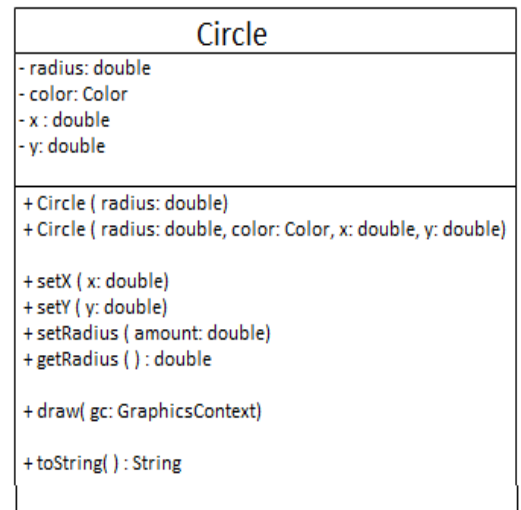
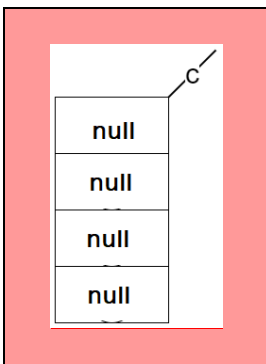
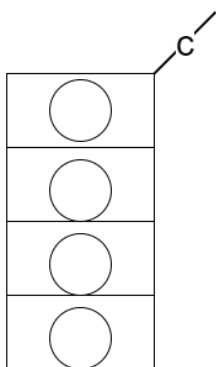


Figure 3. Circle UML

(no alterations are required to the Circle)

NOTE: **x and y represent the center of the circle,**

2. Write the java code which realizes the following sketch below. The radius of each circle is 50;



```
Circle [ ] c = new Circle(4);
for (int i=0; i < c.length; i++)
    c[i] = new Circle(50);
```