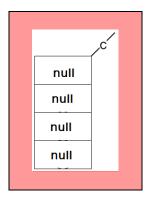
Original Partner SOLUTION	Problem	Paired Partner ("grader")	SCORE OBTAINED
Student #	1	Student #	
	COMP		5
	-		

Note that the x & y coordinates or 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];



+ setRadius (amount: double)
+ getRadius () : double

+ draw(gc: GraphicsContext)

+ toString() : String

Figure 3. Circle UML
(no alterations are required to the Circle)

NOTE: x and y represent the center of the

+ Circle (radius: double, color: Color, x: double, y: double)

Circle

radius: double

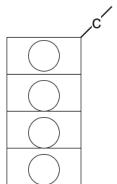
+ Circle (radius: double)

+ setX (x: double) + setY (y: double)

circle,

color: Color x : double y: double

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);</pre>