```
 1  // joi/3/shapes/TextLine.java
 2  //
 3  //
 4  // Copyright 2003 Bill Campbell and Ethan Bolker
 5
 6  // This file contains stubs for the methods.
 7
 8  /**
 9   * A horizontal line of character text.
10   *
11   * @version 3
12   */
13
14  public class TextLine
15  {
16      /**
17       * Construct a TextLine.
18       *
19       * @param text the text of the line.
20       */
21
22      public TextLine( String text )
23      {
24      }
25
26      /**
27       * Paint this TextLine on Screen s at position (x,y).
28       *
29       * @param s the Screen on which this line is to be painted.
30       * @param x the x position for the line.
31       * @param y the y position for the line.
32       */
33
34      public void paintOn( Screen s, int x, int y )
35      {
36      }
37
38      /**
39       * Draw the TextLine to Screen s at position (0,0).
40       *
41       * @param s the Screen on which this line is to be painted.
42       */
43
44      public void paintOn( Screen s )
45      {
46          paintOn( s, 0, 0 );
47      }
48
49      /**
50       * Get the length of this line.
51       *
52       * @return the length in (character) pixels.
53       */
54
55      public int getLength()
56      {
```



```
57          return 0; // replace with the right answer
58      }
59
60      /**
61       * Unit test for class.TextLine,
62       * assuming Screen and Terminal work.
63       */
64
65      public static void main( String[] args )
66      {
67      }
68  }
```