In the spaces below, fill in some code for the Emoticon class, following guidelines given through comments. The class has attributes corresponding to the state and the x, y coordinates for positioning the Emoticon in a Graphics context. For simplicity, we only represent 3 states, encoded by numbers:
0 = sad, 1 = happy, 2 = wink

public class Emoticon
{
    // instance variables
    private int state;
    private int x, y;

    // constructor: sets the values of state, x, and y

    // getState: returns the state

    // setState: sets state to a new value

}
import java.awt.*;

public class Circle
{
    private int diameter, x, y;
    private Color color;

    // Constructor: Sets up this circle with the specified values.
    public Circle(int size, Color shade, int upperX, int upperY)
    {
        diameter = size;
        color = shade;
        x = upperX;
        y = upperY;
    }

    // Draws this circle in the specified graphics context.
    public void draw(Graphics page)
    {
        page.setColor(color);
        page.fillOval(x, y, diameter, diameter);
    }

    // Color mutator.
    public void setColor(Color shade)
    {
        color = shade;
    }

    // Color accessor.
    public Color getColor()
    {
        return color;
    }

    // toString
    public String toString()
    {
        return "O";
    }
}
In the spaces below, fill in some code for the Emoticon class, following guidelines given through comments. The class has attributes corresponding to the state and the x, y coordinates for positioning the Emoticon in a Graphics context. For simplicity, we only represent 3 states, encoded by numbers:
0 = sad, 1 = happy, 2 = wink

```java
public class Emoticon {
    // instance variables
    private int x, y;
    private int state;

    // constructor: sets the values of x, y and state

    // toString: returns a String representing the state,
    // e.g., ;-) 

```

(Do NOT write the draw() method, but assume it will also be implemented as part of this class. See back of this page for Circle.java class to use as reminder.)
import java.awt.*;

public class Circle
{
    private int diameter, x, y;
    private Color color;

    // Constructor: Sets up this circle with the specified values.
    public Circle(int size, Color shade, int upperX, int upperY)
    {
        diameter = size;
        color = shade;
        x = upperX;
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    }

    // Draws this circle in the specified graphics context.
    public void draw(Graphics page)
    {
        page.setColor(color);
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    public void setColor(Color shade)
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    public String toString()
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