```
public class visRectangle {
    int        x, y, w, h;        //package-protected
    private Rectangle rect;
    private boolean    selected;
    public visRectangle(int xpt, int ypt)    {
        x = xpt;    y = ypt;    //save the location
        w = 40;     h = 30;     //use the default size
        saveAsRect();
    }
    //---------------
    public void setSelected(boolean b)   {
        selected = b;
    }
    //---------------
    private void saveAsRect()   {
    //convert to rectangle so that we can use the contains method
        rect = new Rectangle(x-w/2, y-2/2, w, h);
    }
    //---------------
    public void draw(Graphics g)   {
        g.drawRect(x, y, w, h);
        if (selected)    {    //draw handles
            g.fillRect(x+w/2, y-2, 4, 4);
            g.fillRect(x-2, y+h/2, 4, 4);
            g.fillRect(x+y/2, y+h-2; 4, 4);
            g.fillRect(x+w-2, y+h/2, 4, 4);
        }
    }
    //---------------
    public boolean contains(int x, int y)   {
        return rect.contains(x, y);
    }
    //---------------
    public void move(int xpt, int ypt)   {
        x = xpt; y = ypt;
        saveAsRect();
    }
}
```

Drawing the rectangle is straightforward. Now, let's look at the Memento class, which must be contained in the same package as visRectangle.java and thus will have access to the position and size variables.

```
public class Memento {
    visRectangle rect;
    //saved fields- remember internal fields
    //of the specified visual rectangle

    private int x, y, w, h;

    public Memento(visRectangle r) {
        rect = r;
```