1 **import** edu.sjcny.gpv1.\*;

2 import java.awt.\*;

3

4 **public** **class** OverloadingConstructors **extends** DrawableAdapter

5 {

6 **static** OverloadingConstructors ga= new OverloadingConstructors( );

7 **static** GameBoard gb = **new** GameBoard(ga, "Overloading Constructors");

8 **static** SnowmanV6 sm1 = **new** SnowmanV6( 7, 30);

9 **static** SnowmanV6 sm2 = **new** SnowmanV6 (250, 250);

10 **static** SnowmanV6 sm3 = **new** SnowmanV6(350, 250, Color.BLUE);

11

12 **public** **static** **void** main(String[] args)

13 {

14 showGameBoard(gb);

15 }

16

17 **public** **void** draw(Graphics g) **//the drawing call back method**

18 {

19 sm1.show(g);

20 sm2.show(g);

21 sm3.show(g);

22 }

23 }

**Figure 3.36 The application OverloadingConstructors.**