1 **import** java.awt.\*;

2 **import** javax.swing.\*;

3

4 **public** **class** SnowmanV9 **extends** GamePiece **implements** Drawable

5 {

6 **public** SnowmanV9(**int** x, **int** y, Color hatColor, **int** w, **int** h)

7 {

8 **this**.x = x;

9 **this**.y = y;

10 **this**.hatColor = hatColor;

11 **this**.w = w;

12 **this**.h = h;

13 }

14 **public** **void** show(Graphics g)

15 {

16 g.setColor(Color.WHITE);

17 g.fillOval(x + 20, y + 30, 40, 40); **//head**

18 g.fillOval(x, y + 70, 80, 80); **//body**

19 g.setColor(hatColor);

20 g.fillRect(x + 30, y, 20, 30); **//hat**

21 g.fillRect(x + 20, y + 30, 40, 2); **//brim**

22 }

23 **public** **boolean** canDraw(**int** gbWidth, **int** gbHeight**) //Partially on the**

24 { **//game board**

25 **if**(x + w >= 6 && x <= gbWidth

26 &&

27 y + (int)(h \* 1.1) >= 30 && y <= gbHeight)

28 {

29 **return** **true**;

30 }

31 **else**

32 {

33 **return** **false**;

34 }

35 }

36 }

**Figure 8.41 The class SnowmanV9.**