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

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

3

4 **public** **class** BoxedSnowmanV3 extends JPanel

5 {

6 **private** **int** x = 8;

7 **private** **int** y = 30;

8 **private** Color hatColor = Color.BLACK;

9 **private** **int** dx = 0;

10 **private** **int** dy = 0;

11 **private** **int** time = 0;

12

13 **public** BoxedSnowmanV3(**int** initalX, **int** initalY, Color hatColor)

14 {

15 x = initalX;

16 y = initalY;

17 **this**.hatColor = hatColor;

18 }

19 **public** **void** paintComponent(Graphics g)

20 {

21 **super**.paintComponent(g);

22 g.setColor(hatColor);

23 g.fillRect(x + 15, y, 10, 15); **//hat**

24 g.fillRect(x + 10, y + 15, 20, 2); **//brim**

25 g.setColor(Color.WHITE);

26 g.fillOval(x + 10, y + 17, 20, 20); **//head**

27 g.fillOval(x, y + 37, 40, 40); **//body**

28 g.setColor(Color.RED);

29 g.fillOval(x + 19, y + 53, 4, 4); **//button**

30 g.setColor(Color.BLACK);

31 g.drawRect(x, y, 40, 77); **//inscribing rectangle**

32 g.setFont(new Font("Sherif", Font.BOLD, 20)); **//time format**

33 g.drawString("Time: " + time, 300, 50); **//time**

34 }

35 **public** **int** getXS()

36 {

37 **return** x;

38 }

39 **public** **void** setXS(**int** newX)

40 {

41 x = newX;

42 }

43 **public** **int** getYS()

44 {

45 **return** y;

46 }

47 **public** **void** setYS(**int** newY)

48 {

49 y = newY;

50 }

51 }

**Figure 11.23 The class BoxedSnowmanV3.**