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

2 **import** javax.swing.\*; **//needed for drawing shapes**

3

4 **public class** SnowmanV2

5 {

6 **//data members**

7 **public int** x = 5;

8 **public int** y = 30;

9 **public** Color hatColor = Color.BLACK;

10

11 **//member methods**

12 **public void** showXYToSC()

13 {

14 System.out.println("x is: " + x +

15 "\ny is: " + y);

16 }

17

18 **public void** show(Graphics g) **//g is passed to the method**

19 {

20 g.setColor(hatColor);

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

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

23 g.setColor(Color.WHITE);

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

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

26 }

27 }

**Figure 3.20 The class SnowmanV2.**