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

2

3 **public** **class** TopHat **extends** GamePiece **implements** Drawable

4 {

5

6 **public** TopHat(**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(hatColor);

17 g.fillRect(x + w/4, y, w/2, (int)(h\*0.9)); **// hat top**

18 g.fillRect(x, y + (int)(h\*0.9), w, (int)(h\*0.2)); **// brim**

19 }

20 **public** **boolean** canDraw(**int** gbWidth, **int** gbHeight) **//Completely on the**

21 { **//game board**

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

23 &&

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

25 {

26 **return** **true**;

27 }

28 **else**

29 {

30 **return** **false**;

31 }

32 }

33 }

**Figure 8.40 The class TopHat.**