1 **import** javax.swing.\*;

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

3

4 **public class** MouseKeyboardAndTimerEvents **extends** JFrame

5 {

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

8 {

9 JFrame window = **new** JFrame("MOUSE, KEYBOARD, AND TIMER EVENTS");

10 window.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

11 BoxedSnowmanV4 s1 = new BoxedSnowmanV4(315, 165, Color.BLUE);

12 window.add(s1);

13 window.setSize(708, 434);

14 window.setVisible(**true**);

15 }

16 }

**Figure 11.29 The application MouseKeyboardAndTimerEvents.**