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

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

3

4 **public** **class** SnowmanV3

5 {

6 //data members

7 **public** **int** x = 5;

8 **public** i**n**t y = 30;

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

10

11 **// member methods**

12 **public** SnowmanV3(**int** x, **int** y)

13 {

14 **this**.x = x;

15 **this**.y = y;

16 }

17

18 **public** **void** showXYToSC()

19 {

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

21 "\ny is: " + y);

22 }

23

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

25 {

26 g.setColor(hatColor);

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

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

29 g.setColor(Color.WHITE);

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

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

32 }

33 }

**Figure 3.25 The class SnowmanV3.**