1 **import** edu.sjcny.gpv1.\*;

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

3 **import** javax.swing.\*;

4

5 **public** **class** ToStringAndInput **extends** DrawableAdapter

6 {

7 **static** ToStringAndInput ge = **new** ToStringAndInput ();

8 **static** GameBoard gb = n**e**w GameBoard(ge,"toString And input Methods");

9 **static** Snowman SnowmanV5 sm1 = **new** Snowman(7, 30);

10 **static** Snowman SnowmanV5 sm2 = **new** Snowman(460, 420);

12

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

14 {

15 System.out.println("sm1's\n" + sm1.toString());

16 System.out.println("sm2's\n" + sm1.toString());

17 showGameBoard(gb);

18 sm1.input();

19 sm2.input();

20 showGameBoard(gb);

21 }

22

23 **public** **void** draw(Graphics g)

24 {

25 sm1.show(g);

26 sm2.show(g);

27 }

28 }

**Figure 3.33 The application ToStringAndInput.**