1 **public static** SnowmanV6 halfWayBetween(SnowmanV6 sm1,SnowmanV6 sm2)

2 {

3 **int** x, y;

4 SnowmanV6 aSnowman = **new** SnowmanV6();

5 x = (sm1.getX() + sm2.getX()) / 2);

6 y = (sm1.getX() + sm2.getX()) / 2);

7 aSnowman.setX(x);

8 aSnowman.setY(y);

9  **return** aSnowman;

10 }

**Figure 3.40 A method that returns an object.**