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

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

3

4 **public** **class** PassingArrays **extends** DrawableAdapter

5 { **static** PassingArrays ge = **new** PassingArrays();

6 **static** GameBoard gb = **new** GameBoard(ge, "Passing Arrays to Methods");

7 **static** SnowmanV7[] parade = **new** SnowmanV7[8];

8

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

10 {

11 **int**[] ages = **new** int[5];

12

13 **for**(int i = 0; i < 5; i++)

14 {

15 ages[i] = 21 + i;

16 }

17 birthday(ages);

18 **for**(**int** i = 0; i < 5; i++)

19 { System.out.println(ages[i] + " ");

20 }

21

22 **for**(**int** i = 0; i < 8; i++)

23 {

24 parade[i] = **new** SnowmanV7(10 + i \* 50, 100 + i \* 30);

25 }

26

27 gb.setTimerInterval(3, 20);

28 showGameBoard(gb);

29 }

30

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

32 {

33 for(int i = 0; i < 8; i++)

34 {

35 parade[i].show(g); **// show the parade at its current location**

36 }

37 }

38

39 **public** **void** timer3()

40 {

41 move(parade);

42 bounce(parade);

43 }

44

45 **static** **void** birthday(int[] theAges)

46 {

47 for(int i = 0; i < theAges.length; i++)

48 {

49 theAges[i] = theAges[i] + 1;

50 }

51 }

52

53 **static** **void** move(SnowmanV7[] sm)

54 {

55 **int** x, y;

56

57 **for**(**int** i = 0; i < 8 i++)

58 {

59 x = sm[i].getX();

60 x = x + sm[i].getXSpeed();

61 sm[i].setX(x);

62 y = sm[i].getY();

63 y = y + sm[i].getYSpeed();

64 sm[i].setY(y);

65 }

66 }

67

68 **static** **void** bounce(SnowmanV7[ ] sm)

69 {

70 **int** speed;

71

72 **for**(**int** i = 0; i < 8; i++)

73 {

74 **if**(sm[i].getX() >= 460 || sm[i].getX() <= 6)

75 {

76 speed = sm[i].getXSpeed();

77 speed = -speed;

78 sm[i].setXSpeed(speed);

79 }

80 **if**(sm[i].getY() >= 420 || sm[i].getY() <= 30)

81 {

82 speed = sm[i].getYSpeed();

83 speed = -speed;

84 sm[i].setYSpeed(speed);

85 }

86 }

87 }

88 }

**Figure 6.13 The application PassingArrays.**