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

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

3 **import** java.util.Random;

4

5 **public** **class** ParallelArrays **extends** DrawableAdapter

6 {

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

8 **static** GameBoard gb = **new** GameBoard(ge, "Parallel Object ArraysApp");

9 **static** ParentSnowman[] parent;

10 **static** SnowChild[] child;

11

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

13 {

14 String[] names = { "B", "D", "A", "E", "C"};

15 parent = **new** ParentSnowman[5];

16 child = **new** SnowChild[5];

17 Random rn = **new** Random(500);

18 **int** x, y;

19

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

21 {

22 x = 100 + rn.nextInt(500 - 100 - 30);

23 y = 30 + rn.nextInt(500 - 30 - 30);

24 parent[i] = new ParentSnowman(50, 50 + 90\*i, names[i]);

25 child[i] = new SnowChild(x, y, names[i]);

26 }

27 showGameBoard(gb);

28 }

29

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

31 {

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

33 {

34 parent[i].show(g);

35 child[i].show(g);

36 }

37 }

38

39 **public** **void** keyStruck(**char** key)

40 {

41 **int** x, y;

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

43 {

44 x = parent[i].getX();

45 y = parent[i].getY();

46 child[i].setX(x + 50);

47 child[i].setY(y + 35);

49 }

49 }

50 }

**Figure 6.17 The application ParallelArrays.**