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

2

3 **public** **class** ParentSnowman

4 {

5 **private** **int** x = 8;

6 **private** **int** y = 30;

7 **private** **boolean** visible = true;

8 **private** String name;

9

10 **public** ParentSnowman()

11 {

12 }

13

14 **public** ParentSnowman(**int** intialX, **int** intialY, String name)

15 { x = intialX;

16 y = intialY;

17 **this**.name = name;

18 }

19

20 **public** **void** show(Graphics g) **// g is the game board object**

21 { **int**[] xPoly = {x + 20, x + 15, x + 25};

22 **int**[] yPoly = {y + 25, y + 30, y + 30};

23

24 g.setColor(Color.BLACK);

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

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

27 g.setColor(Color.WHITE);

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

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

30 g.setColor(Color.RED);

31 g.fillPolygon(xPoly, yPoly, 3); **//nose**

32 g.setColor(Color.BLACK);

33 g.setFont(**new** Font("Arial", Font.BOLD, 16));

34 g.drawString(name, x + 16, y + 62); **//name**

35 }

36

37 **public** **int** getX()

38 { **return** x;

39 }

40

41 **public** **void** setX(**int** newX)

42 { x = newX;

43 }

44

45 **public** **int** getY()

46 { **return** y;

47 }

48

49 **public** **void** setY(**int** newY)

50 { y = newY;

51 }

52

53 **public** **boolean** getVisible()

54 { **return** visible;

55 }

56

57 **public** **void** setVisible (**boolean** newVisible)

58 { visible = newVisible;

59 }

60

61 **public** **String** getName()

62 { **return** name;

63 }

64 }

**Figure 6.18 The class ParentSnowman.**