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

2

**3 public** **class** SnowmanV7

4 {

5  **int** x;

6 **int** y;

7 **int** xSpeed = 2;

8 **int** ySpeed = 2;

9

10 **public** SnowmanV7(**int** x, **int** y)

11{ **this**.x = x;

12 **this**.y = y;

13 }

14

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

16 { g.setColor(Color.BLACK);

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

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

19 g.setColor(Color.WHITE);

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

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

22 g.setColor(Color.RED);

23 }

24

25 **public int** getX()

26 { **return** x;

27 }

28

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

30 { x = newX;

31 }

32

33 **public** **int** getY()

34 { **return** y;

35 }

36

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

38 { y = newY;

39 }

40

41 **public int** getXSpeed()

42 { **return** xSpeed;

43 }

44

45 **public** **void** setXSpeed(**int** newXSpeed)

46 { xSpeed = newXSpeed;

47 }

48

49 **public** **int** getYSpeed()

50 { **return** ySpeed;

51 }

52

53 **public void** setYSpeed(**int** newYSpeed)

54 { ySpeed = newYSpeed;

55 }

56 **}**

**Figure 6.9 The class SnowmanV7.**