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

2

3 **public** **class** Hat

4 {

5 **private** **int** x;

6 **private** **int** y;

7 **private** **int** w = 20;

8 **private** **int** h = 17;

9 **private** Color hatColor;

10

11 **public** Hat(**int** x, **int** y, Color hatColor, **int** w, **int** h)

12 {

13 **this**.x = x;

14 **this**.y = y;

15 **this**.hatColor = hatColor;

16 **this**.w = w;

17 **this**.h = h;

18 }

19 **public** **void** show(Graphics g)

20 {

21 g.setColor(hatColor);

22 g.fillRect(x + w/4, y, w/2, (int)(h\*0.9)); **// hat top**

23 g.fillRect(x, y + (int)(h\*0.9), w, (int)(h\*0.2)); **// brim**

24 }

25 **public** Hat clone()

26 {

27 Hat theClone = **new** Hat(x, y, hatColor, w, h);

28 **return** theClone;

29 }

30 **public** **int** getW()

31 {

32 **return** w;

33 }

34 **public** **int** getH()

35 {

36 **return** h;

37 }

38 **public** **int** getX()

39 {

40 **return** x;

41 }

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

43 {

44 x = newX;

45 }

46 **public** **int** getY()

47 {

48 ret**u**rn y;

49 }

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

51 {

52 y = newY;

53 }

54 **public** **Color** getHatColor()

55 {

56 ret**u**rn hatColor;

57 }

58 }

**Figure 7.23 The class Hat.**