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

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

3 **import** javax.swing.\*;

4

5 **public** **class** ObjectAndClass **extends** DrawableAdapter

6 { **static** ObjectAndClass ge = **new** ObjectAndClass();

7 **static** GameBoard gb = **new** GameBoard(ge, "getClass and getName Methods");

8 **static** Boat[] inventory = **new** Boat[9];

9

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

11 {

12 String s;

13

14 **// Use of a polymorphic array**

15 **for**(**int** i = 0; i < 3; i++)

16 {

17 inventory[i\*3] = new RowBoatV2(10 + i\*130, 75, 120,

18 Color.YELLOW, i\*2 + 2);

19 inventory[i\*3 + 1] = new SailBoatV4(10 + i\*170, 250 , 110+ i \*15,

20 Color.GREEN, 200 + i\*20);

21 inventory[i\*3 + 2] = new PowerBoat(20 + i\*160, 350 , 120+ i \*15,

22 Color.MAGENTA, 400);

23 }

24

25 s = JOptionPane.showInputDialog("Interested in, a RowBoatV2," +

26 "\na SailBoatV4, or a PowerBoat?");

27 **for**(**int** i = 0; i < inventory.length; i++)

28 {

29 **if**(inventory[i].getClass().getName().equalsIgnoreCase(s))

30 {

31 System.out.println(inventory[i].toString());

32 }

33 }

34 showGameBoard(gb);

35 }

36

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

38 {

39 **for**(**int** i = 0; i < 9; i++)

40 {

41 inventory[i].show(g);

42 }

43 }

44 }

**Figure 8.34 The application ObjectAndClass.**