import java.awt.\*;

public class Score extends Rectangle {

int width;

int height;

int player1;

int player2;

Score(int width,int height)

{

this.width=width;

this.height=height;

}

public void draw(Graphics g)

{

g.setColor(Color.white);

g.setFont(new Font("Consolas",Font.PLAIN,60));

g.drawString(String.valueOf(player1),width/2-60,100);

g.drawString(String.valueOf(player2),width/2+20,100);

}

}