```
1   import java.awt.Color;
2
3   public class Ball implements Runnable
4   {
5       private Color ballColor = new Color(generator.nextInt(256), generator.nextInt(256),
6               generator.nextInt(256));          // make the ball a random color
7
8       // get color of ball
9       public Color getColor()
10      {
11          return ballColor;
12      }
13  } // end class Ball
14
```