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

2 **public** **class** GameWindowDemo **extends** DrawableAdapter

3 {

4 **static** GameWindowDemo ga = **new** GameWindowDemo( );

5 **static** GameBoard gb = **new** GameBoard(ga, "The Game Window");

6

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

8 {

9 showGameBoard(gb);

10 }

11 }

**Figure 1.31 The Java instructions to create and display the game window.**