SnowmanV3

+ x**: int**

+ **y: int**

+ hatColor: Color

+ y: **int**

+ hatColor: Color

+ SnowmanV3(xLoc: int, yLoc: int)

+ showXYToSC()

+ show(g: Graphics)

**Figure 3.23 The UML Diagram of the class SnowmanV3.**