1. **import** edu.sjcny.gpv1.\*;
2. **import** java.awt.Graphics;
3. **public class** ConstructorAndThis **extends** DrawableAdapter
4. {
5. **static** ConstructorAndThis ga = **new** ConstructorAndThis( );

7 **static** GameBoard gb = **new** GameBoard(ga,"Constructors and Key

8 Word:this");

9 **static** SnowmanV3 sm1 = **new** SnowmanV3( 6, 30);

1. **static** SnowmanV3 sm2 = **new** SnowmanV3(460, 423);
3. **public static void** main(String[] args)
4. {
5. showGameBoard(gb);
6. }
7. **public void** draw(Graphics g) **//the drawing call back method**
8. {
9. sm1.show(g);
10. sm2.show(g);
11. }
12. }

**Figure 3.26 The application ConstructorAndThis.**