1 **import** java.awt.\*;

2

3 **public** **class** SnowmanV4

4 {

5 **//data members**

6 private **int** x = 7;

7 private **int** y = 30;

8 private Color hatColor = Color.BLACK;

9

10 **// member methods**

11 **public** SnowmanV4(**int** x, **int** y)

12 {

13 **this**.x = x;

14 **this**.y = y;

15 }

16

17 **public** **void** show(Graphics g) **// g, is passed to the method**

18 {

19 g.setColor(hatColor);

20 g.fillRect(x + 15, y, 10, 15); **//hat**

21 g.fillRect(x + 10, y + 15, 20, 2); **//brim**

22 g.setColor(Color.WHITE);

23 g.fillOval(x + 10, y + 17, 20, 20); **//head**

34 g.fillOval(x, y + 37, 40, 40); **//body**

25 }

26

27 **public** **int** getX()

28 {

29 **return** x;

30 }

31

32 **public** **void** setX(**int** newX)

33 {

34 x = newX;

35 }

36

37 **public** **int** getY()

38 {

39 **return** y;

40 }

41

42 **public** **void** setY(**int** newY)

43 {

44 y = newY;

45 }

46 }

**Figure 3.29 The class SnowmanV4.**