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

2 **import** javax.swing.\*; **// needed for drawing shapes**

3

4 **public** **class** SnowmanV5

5 {

6 **//data members**

7 **private** **int** x = 7;

8 **private** **int** y = 30;

9 **private** Color hatColor = Color.BLACK;

10

11 **//member methods**

12 **public** SnowmanV5(**int** x, **int** y)

13 {

14 **this**.x = x;

15 **this**.y = y;

16 }

18 publ**i**c **void** show(Graphics g) **//g is passed to the method**

19 {

20 g.setColor(hatColor);

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

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

23 g.setColor(Color.WHITE);

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

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

27 }

29 **public** String toString()

30 {

31 String s;

32 s = "x is: " + x +

33 "\ny is: " + y +

34 "\nhatColor is: " + hatColor;

35 **return** s;

36 }

38 **public** **void** input()

39 {

40 String s;

41 **int** red, green, blue;

42

43 s = JOptionPane.showInputDialog("enter the value of x");

44 x = Integer.parseInt(s);

45 s = JOptionPane.showInputDialog("enter the value of y");

46 y = Integer.parseInt(s);

47 s = JOptionPane.showInputDialog("enter hat's red intensity");

48 red = Integer.parseInt(s);

49 s =J OptionPane.showInputDialog("enter hat's green intensity");

50 green = Integer.parseInt(s);

51 s = JOptionPane.showInputDialog("enter hat's blue intensity");

52 blue = Integer.parseInt(s);

53 hatColor = **new** Color(red, green, blue);

54 }

55 }

**Figure 3.32 The class SnowmanV5.**