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

2 **import** javax.swing.\*;

3 **import** java.awt.\*;

4

5 **public class** IfStatement **extends** DrawableAdapter

6 {

7 **static** IfStatement ga = **new** IfStatement ( );

8 **static** GameBoard gb = **new** GameBoard(ga, "The if Statement");

9 **static** **int** count = 0;

10 **static** BoxedSnowman s1 = **new** BoxedSnowman(250, 215, Color.BLACK);

11

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

13 {

14 showGameBoard(gb);

15 }

16

15 **public void** draw(Graphics g) **// the draw call back method**

18 {

19 g.setFont(**new** Font("Arial", Font.BOLD, 18));

20 g.drawString("Your game time is: " + count, 10, 50);

21 **if**(s1.getVisible() == true && count >= 5)

22 {

23 s1.show(g);

24 }

25

26 **if**(count == 10)

27 {

28 g.drawString("Game Over", 10, 70);

29 g.drawString("Have a Good Day", 10, 90);

30 }

31 }

32

33 **public void** timer1()

34 {

35 count = count + 1;

36 **if**(count == 10)

37 {

38 gb.stopTimer(1);

39 s1.setVisible(false);

40 }

41 }

42 }

**Figure 4.3 The application IfStatement.**