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

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

3

4 **public** **class** BoxedSnowman

5 {

6 **private int** x = 8;

7 **private** **int** y = 30;

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

9 **private** **boolean** visible = **true**;

10

11 **public** BoxedSnowman(**int** intialX, **int** intialY, Color hatColor)

12 { x = intialX;

13 y = intialY;

14 **this**.hatColor = hatColor;

15 }

16

17 **public** **void** show(Graphics g) **//g is the game board object**

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**

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

25 g.setColor(Color.RED);

26 g.fillOval(x + 19, y + 53, 4, 4); **//button**

27 g.setColor(Color.BLACK);

28 g.drawRect(x, y, 40, 77); **//inscribing rectangle**

29 }

30

31 **public int** getX()

32 {

33 **return** x;

34 }

35

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

37 {

38 x = newX;

39 }

40

41 **public** **int** getY()

42 {

43  **return** y;

44 }

45

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

47 {

48 y = newY;

49 }

50

51 **public** **boolean** getVisible()

52 {

53 **return** visible;

54 }

55

56 **public** **void** setVisible(**boolean** newVisible)

57 {

58 visible = newVisible;

59 }

60 }

**Figure 4.4 The BoxedSnowman class.**