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

2

**3 public class** SnowChild

4 {

5 **private int** x = 8;

6 **private int** y = 30;

7 **private boolean** visible = true;

8 **private** String name;

9

10 **public** SnowChild()

11 {

12 }

13

14 **public** SnowChild(**int** intialX, **int** intialY, String name)

15 { x = intialX;

16 y = intialY;

17 **this**.name = name;

18 }

19

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

21 { **int**[] xPoly = {x + 15, x + 12, x + 18};

**22 in**t[] yPoly = {y + 5, y + 8, y + 8};

23

24 g.setColor(Color.WHITE);

25 g.fillOval(x + 8, y, 14, 14); **//head**

26 g.fillOval(x, y + 14, 28, 28); **//body**

27 g.setColor(Color.RED);

28 g.fillPolygon(xPoly, yPoly, 3); **//nose**

29 g.setColor(Color.BLACK);

30 g.setFont(new Font("Arial", Font.BOLD, 16));

31 g.drawString(name, x + 10, y + 33); **//name**

32 }

33

34 **public int** getX()

35 { **return** x;

36 }

37

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

39 { x = newX;

40 }

41

42 **public int** getY()

43 { **return** y;

44 }

45

4**6 public void** setY(**int** newY)

47 { y = newY;

48 }

49

50 **public boolean** getVisible()

51 { **return** visible;

52 }

53

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

55 { visible = newVisible;

56 }

57

58 **public void** setName(String newName)

59 { name = newName;

60 }

61

6**2 public** String getName()

63 { **return** name;

64 }

65 }

**Figure 6.19 The class SnowChild.**