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

2 **import** java.awt.\*;

3

4 public class DesignTechniques **extends** DrawableAdapter

5 {

6 **static** DesignTechniques ge = **new** DesignTechniques();

7 **static** GameBoard gb = **new** GameBoard(ge, "Design Techniques");

8 **static** RowBoatV2 rb1 = new RowBoatV2(50, 200, 120, Color.YELLOW, 4);

9 **static** SailBoatV4 sb1 = **new** SailBoatV4(220, 200, 200, Color.GREEN, 200);

10 **static** PowerBoat pb1 = **new** PowerBoat(50, 300, 200, Color.MAGENTA, 400);

11

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

13 {

14 showGameBoard(gb);

15 }

16

17 **public void** draw(Graphics g)

18 {

19 rb1.show(g);

20 sb1.show(g);

21 pb1.show(g);

22 }

23 }

**Figure 8.23 The application DesignTechniques.**