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

2

3 **public** **class** BoxedSnowman2

4 {

5 **private** **int** x = 8;

6 **private** **int** y = 30;

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

8

9 **public** BoxedSnowman2(**int** intialX, **int** intialY, Color hatColor)

10 {

11 **try**

12 { setX(intialX); //x = intialX;

13 setY(intialY); //y = intialY;

14 }

15 **finally**

16 {

17 }

18 **this**.hatColor = hatColor;

19 }

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

21 {

22 g.setColor(hatColor);

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

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

25 g.setColor(Color.WHITE);

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

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

28 g.setColor(Color.RED);

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

30 g.setColor(Color.BLACK);

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

32 }

33 **public** **int** getX()

34 {

35 **return** x;

36 }

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

38 {

39 **if**(newX > 460)

40 {

41 **throw** **new** RuntimeException("x is beyond the board's RIGHT");

41 }

43 **if**(newX < 6)

44 {

45 **throw** **new** RuntimeException("x is beyond the board's LEFT");

46 }

47 x = newX;

48 }

49 **public** **int** getY()

50 {

51 **return** y;

52 }

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

54 {

55 **if**(newY < 30)

56 {

57 **throw** **new** RuntimeException("y is beyond the board's TOP");

58 }

59 **if**(newY > 423)

60 {

61 **throw** **new** RuntimeException("y is beyond the board's BOTTOM");

62 }

63 y = newY;

64 }

65 }

**Figure 10.14 The class BoxedSnowman2.**