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

2 **import** java.awt.Graphics;

3

4 **public** **class** GraphicalTextOutput **extends** DrawableAdapter

5 {

6 **static** GraphicalTextOutput ga = n**e**w GraphicalTextOutput( );

7 sta**t**ic GameBoard gb = **new** GameBoard(ga, "Graphical Text Output");

8

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

10 {

11 showGameBoard(gb);

12 }

13

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

15 {

16 g.drawString("Hello World", 250, 220);

17

18 }

19 }

**Figure 2.10 The application GraphicalTextOutput.**