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

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

3 **import** java.awt.Font;

4 **public** **class** CountingSeconds **extends** DrawableAdapter

5 {

6 **static** CountingSeconds ga = **new** CountingSeconds( );

7 **static** GameBoard gb = **new** GameBoard(ga, "The Counting Algorithm");

8 **static** **int** count = 0; **// a class level variable**

9

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

11 {

12 showGameBoard(gb);

13 }

14

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

16 {

17 g.setFont(**new** Font("Arial", Font.BOLD, 18));

18 g.drawString("Your game time is: " + count, 10, 50);

19 }

20

21 **public** **void** timer1()

22 {

23 count = count + 1;

24 }

25 }

**Figure 2.12 The application CountingSeconds**.