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

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

3 **public** **class** ClassAndObjectBasics **extends** DrawableAdapter

4 {

5 **static** ClassAndObjectBasics ge = **new** ClassAndObjectBasics();

6 **static** GameBoard gb = **new** GameBoard(ge, "Class & Object Basics");

7 **static** Person mary, kate;

8

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

10 { mary = **new** Person();

11 kate = **new** Person();

12

13 System.out.println(mary.toString());

14 System.out.println(kate.toString());

15

16 showGameBoard(gb);

17 }

18

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

20 {

21 g.drawString(mary.toString(), 210, 100);

22 g.drawString(kate.toString(), 210, 120);

23 }

24 }

**Figure 3.14 The application ClassAndObjectBasics.**