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

**2 import** java.awt.graphics;

**3 public class** ShowMethods **extends** DrawableAdapter

4 {

5 **static** ShowMethods ga = **new** ShowMethods( );

6 **static** GameBoard gb = **new** GameBoard(ga, "Show Methods");

7 **static** SnowmanV2 sm1 = **new** SnowmanV2();

8

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

10 {

11 System.out.println(sm1);

12 sm1.showXYToSC();

13

14 showGameBoard(gb);

15 }

16

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

18 {

19 sm1.show(g);

20

21 }

22 }

**Figure 3.21 The application ShowMethods.**