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

2 **import** javax.swing.\*;

3 **import** java.awt.Graphics;

4

5 **public** **class** SetGetButtonClick **extends** DrawableAdapter

6 {

7 **static** SetGetButtonClick ga = **new** SetGetButtonClick ( );

8 **static** GameBoard gb = **new** GameBoard(ga,"Get Set and Button Click");

9 **static** SnowmanV4 sm1 = **new** SnowmanV4( 10, 40); **//top-left corner**

10 **static** SnowmanV4 sm2 = **new** SnowmanV4(460, 423); **//bottom-right corner**

**11**

12 pub**l**ic stat**i**c **void** main(String[] args)

13 {

14 String s = JOptionPane.showInputDialog("sm2's new x location?");

15 int newX = Integer.parseInt(s);

16 sm2.setX(newX);

17 showGameBoard(gb);

18 }

19

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

21 {

22 sm1.show(g);

23 sm2.show(g);

25 }

26

27 **public** **void** rightButton() **//moves sm1 one pixel right per click**

28 {

29 int currentX = sm1.getX( );

30 sm1.setX(currentX + 1);

31 }

32 }

**Figure 3.30 The application SetGetButtonClick .**