1 **import** java.awt.\*;

2 **import** javax.swing.\*; **// needed for drawing shapes**

3

4 **public** **class** SnowmanV6

5 {

6 **//data members**

7 **private** **int** x = 7;

8 **private** **int** y = 30;

9 **private** Color hatColor = Color.BLACK;

10

11 **// member methods**

12 **public** SnowmanV6( )

13 {

14 }

16 **public** SnowmanV6(**int** x, **int** y)

17 {

18 **this**.x = x;

19 **this**.y = y;

20 }

21 **public** SnowmanV6(**int** x, **int** y, Color hatColor)

22 {

23 **this**.x = x;

24 **this**.y = y;

25 **this**.hatColor = hatColor;

26 }

27 **public** **void** show(Graphics g) **// g is passed to the method**

28 {

29 g.setColor(hatColor);

30 g.fillRect(x + 15, y, 10, 15); **// hat**

31 g.fillRect(x + 10, y + 15, 20, 2); **// brim**

32 g.setColor(Color.WHITE);

33 g.fillOval(x + 10, y + 17, 20, 20); **// head**

34 g.fillOval(x, y + 37, 40, 40); **// body**

35 }

36 **public** **int** getX()

37 {

38 **return** x;

39 }

40 **public** **void** setX(**int** newX)

42 {

43 x = newX;

44 }

45 **public** **int** getY()

46 {

47 **return** y;

48 }

49

50 **public** v**o**id setY(**int** newY)

51 {

52 y = newY;

53 }

54 }

**Figure 3.35 The Class SnowmanV6.**