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

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

3 **import** java.awt.\*;

4

5 **public class** ObjectsAsParameters **extends** DrawableAdapter

6 {

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

8 **static** GameBoard gb = **new** GameBoard(ga, "Passing Objects To Methods");

9 **static** SnowmanV6 sm1 = **new** SnowmanV6(10, 40, Color.RED);

10 **static** SnowmanV6 sm2 = **new** SnowmanV6(460, 423, Color.BLUE);

11

12 **public static 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);

24 }

25

26 **public void** rightButton() **//moves sm1 & sm2 one pixel right per click**

27 {

28 moveRight(sm1);

29 moveRight(sm2);

30 }

31

32 **public void** moveRight(SnowmanV6 aSnowman)

33 {

34 **int** currentX = aSnowman.getX( );

35 currentX++;

36 aSnowman.setX(currentX);

37 }

38 }

**Figure 3.38 The application ObjectsAsParameters.**