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

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

3

**4 public class** CheckerBoardRow **extends** DrawableAdapter

5 {

6 **static** CheckerBoardRow ge = **new** CheckerBoardRow ();

7 **static** GameBoard gb = **new** GameBoard(ge, "Checker Board Row");

8

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

10 {

11 showGameBoard(gb);

12 }

13

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

15 {

16 **int** boxX = 12;

17 **int** boxY = 50;

18 **int** boxWidth = 60;

19 **int** boxHeight = 53;

21 **int** checkerX = 20;

22 **int** checkerY = 55;

20 **int** firstCheckerCol = 1;

23 Color firstColor = Color.BLACK;

24 Color secondColor = Color.RED;

25

26 gb.setBackground(Color.LIGHT\_GRAY);

27

28 **//Draw the Checker board boxes**

29 **for**(**int** col = 1; col <= 8; col++)

30 {

31 g. setColor(firstColor); //black

32 **if**(col % 2 == 0)

33 {

34 g. setColor(secondColor); //red

35 } //end if

36 g.fillRect(boxX, boxY, boxWidth, boxHeight);

37 boxX = boxX + boxWidth;

38 } **//end for loop**

39

40 **//Draw the Red checkers**

41 g.setColor(Color.RED);

42 **for**(**int** col = firstCheckerCol; col <=8; col= col + 2)

43 {

44 checkerX = 20 + (col - 1) \* boxWidth;

45 g.fillOval(checkerX, checkerY, 40, 40);

46 }

47 }

48 }

**Figure 5.6 The application CherckerBoardRow.**