1 **import** java.awt.Graphics;

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

3

4 **public** **class** SnowmanParade **extends** DrawableAdapter

5 { **static** SnowmanParade ge = **new** SnowmanParade();

6 **static** GameBoard gb = **new** GameBoard(ge, "Snowman Parade");

7 **static** SnowmanV7[] parade = **new** SnowmanV7[8];

8

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

10 {

11 **for**(**int** i=0; i < parade.length; i++) **//create each snowman**

12 {

13 parade[i] = **new** SnowmanV7(10 + i \* 50 , 100 + i \* 30);

14 }

15 gb.setTimerInterval(3, 20);

16 showGameBoard(gb);

17 }

18

19 **public** **void** **draw**(Graphics g) **//draw each snowman**

20 {

21 **for**(**int** i = 0; i < parade.length; i++)

22 {

23 parade[i].show(g);

24 }

25 }

26

27 **public** **void** timer3()

28 {

29 **int** x, speed, y;

30

31 **for**(**int** i = 0; i <parade.length; i++) **//move each snowman**

32 {

33 x = parade[i].getX();

34 x = x + parade[i].getXSpeed();

35 parade[i].setX(x);

36 y = parade[i].getY();

37 y = y + parade[i].getYSpeed();

38 parade[i].setY(y);

39 }

40

41 **for**(**int** i = 0; i < parade.length; i++) **//reflect each snowman**

42 {

43 **if**(parade[i].getX() >= 460 || parade[i].getX() <= 6) **//x reflection**

44 {

45 speed = parade[i].getXSpeed();

46 speed = -speed;

47 parade[i].setXSpeed(speed);

48 }

49 **if**(parade[i].getY()>= 420 || parade[i].getY() <= 30) **//y reflection**

50 {

51 speed = parade[i].getYSpeed();

52 speed = -speed;

53 parade[i].setYSpeed(speed);

54 }

55 }

56 }

57 }

**Figure 6.8 The application SnowmanParade.**