Hat

**-** x: int

- y: int

**-** w: int

**-** h: int

- hatColor: Color

+ Hat(x: int, y: int,

hatColor: Color,

w: int, h: int)

+ show(g: Graphics)

+ clone(): Hat

+ getH(): int

+ setH(h: int)

+ getW(): int

+ setW(w: int)

+ getX(): int

+ setX(x: int)

+ getY(): int

+ setY(y: int)

+ gethatColor(): Color

SnowmanV8

**-** x: int

- y: int

**-** w: int

**-** h: int

- name: String

- aHat: Hat

+ SnowmanV8(intialX: int,

intialY: Hat)

+ show(g: Graphics)

+ collidedWith(hat: Hat)

+ setHat(newHat: Hat)

+ getX(): int

+ setX(x: int)

+ getY(): int

+ setY(y: int)

API String

String class data members

String class methods

**Figure 7.22 UML Diagram of SnomanV8 based on the code in Figure 7.12.**