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

2 **import** java.awt.\*;

3

4 **public** **class** OverridingMethods **extends** DrawableAdapter

5 { **static** OverridingMehtods ge = **new** OverridingMethods();

6 **static** GameBoard gb = **new** GameBoard(ge, "Inheritance Basics");

7 **static** RowBoat rb1 = **new** RowBoat(30, 150, 200);

8 **static** RowBoat rb2 = **new** RowBoat(30, 250, 150);

9 **static** SailBoatV2 sb1 = **new** SailBoatV2(260, 150, 200, Color.CYAN);

10

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

12 {

13 showGameBoard(gb);

14 }

15

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

17 {

18 rb1.show(g);

19 rb2.show(g);

20 sb1.show(g);

21 }

22 }

**Figure 8.11 The application OverRidingMethods.**