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

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

3

4 **public** **class** ExtendingDataMembers **extends** DrawableAdapter

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

6 **static** GameBoard gb = **new** GameBoard(ge, "EXTENDING DATA MEMBERS");

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 **static** SailBoatV3 sb2 = **new** SailBoatV3(260, 300, 200, Color.YELLOW, 300);

11

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

13 {

14 showGameBoard(gb);

15 }

16

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

18 {

19 rb1.show(g);

20 rb2.show(g);

21 sb1.show(g);

22 sb2.show(g);

23 }

24 }

**Figure 8.15 The application ExtendingDataMembers.**