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

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

3

4 **public** **class** PolymorphicInvocations **extends** DrawableAdapter

5 {

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

7 **static** GameBoard gb = **new** GameBoard(ge, "Design Techniques");

8 **static** RowBoatV2 rb1 = **new** RowBoatV2(50, 200, 120, Color.YELLOW, 4);

9 **static** SailBoatV4 sb1 = **new** SailBoatV4(220, 200, 200, Color.GREEN, 200);

10 **static** PowerBoat pb1 = **new** PowerBoat(50, 300, 200, Color.MAGENTA, 400);

11 **static** Boat boat1, boat2, boat3;

12

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

14 {

15 boat1 = rb1;

16 boat2 = sb1;

17 boat3 = pb1;

18 showGameBoard(gb);

19 }

20

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

22 {

23 boat1.show(g);

24 boat2.show(g);

25 boat3.show(g);

26 }

27 }

**Figure 8.30 The application PolymorphicInvocations.**