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

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

3

4 **public** class PolymorphicArrays **extends** DrawableAdapter

5 {

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

7 **static** GameBoard gb = **new** GameBoard(ge, "POLYMORPHIC ARRAYS");

8 **static** RowBoatV2 rb;

9 **static** SailBoatV4 sb;

10 **static** PowerBoat pb;

11 **static** Boat[] inventory = new Boat[9];

12

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

14 {

15 **for**(**int** i = 0; i < 3; i++)

16 {

17 rb = **new** RowBoatV2(10 + i \* 130, 75, 120, Color.YELLOW, i \* 2 + 2);

18 sb = **new** SailBoatV4(10 + i \* 170, 250, 110 + i \* 15, Color.GREEN,

19 200 + i \* 20);

20 pb = **new** PowerBoat(20 + i \* 160, 350, 120 + i \* 15, Color.MAGENTA,

21 400);

22 inventory[i \* 3] = rb;

23 inventory[i \* 3 + 1] = sb;

24 inventory[i \* 3 + 2] = pb;

25 }

26

27 showGameBoard(gb);

28 }

29

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

31 {

32 **for**(**int** i = 0; i < 9; i++)

33 {

34 inventory[i].show(g);

35 }

36 }

37 }

**Figure 8.32 The application PolymorphicArrays.**